Approved for Use With MEGATRAVELLER™ and 2300™

the TRAVELLERS' Digest

U.S. $3.95

Number 15

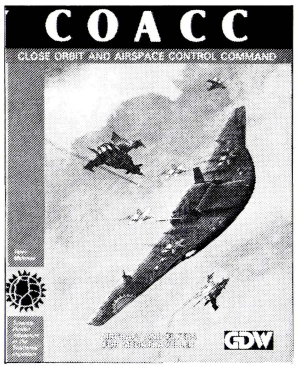
FEATURE ADVENTURES

Krimm's Paw
Classic Traveller Adventure

Mistaken Identity
MegaTraveller Adventure

MegaTraveller
Beginner's Luck
New Column for New Players
Drop Capsules

2300AD
The LC-20 Landing Craft



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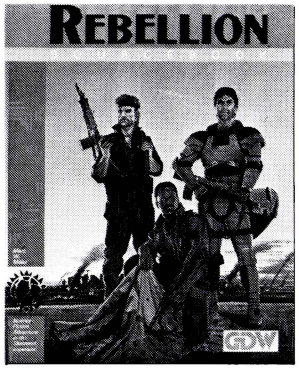

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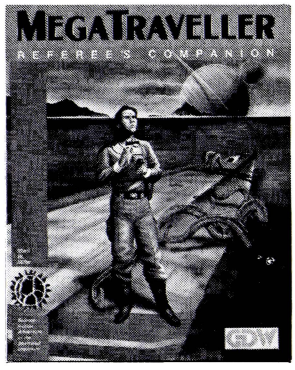

THE SHATTERED IMPERIUM

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Now the emperor is dead at the hands of an assassin, with no immediate heirs and no clear successors. The emperor's nephew claims the throne; so does his cousin. Even his assassin claims the throne. No one knows whom to follow; someone is following each of the claimants. Several border regions have lost faith in the Imperium and have declared their independence. A few neighboring interstellar powers, learning of the Imperium's internal chaos, have begun to advance into unprotected frontier provinces.

The Imperium has shattered...

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Traveller is the name of the overall game. **MegaTraveller** is the name of this rules set, and is used to differentiate it from the 10 years of development and earlier editions that preceded it.

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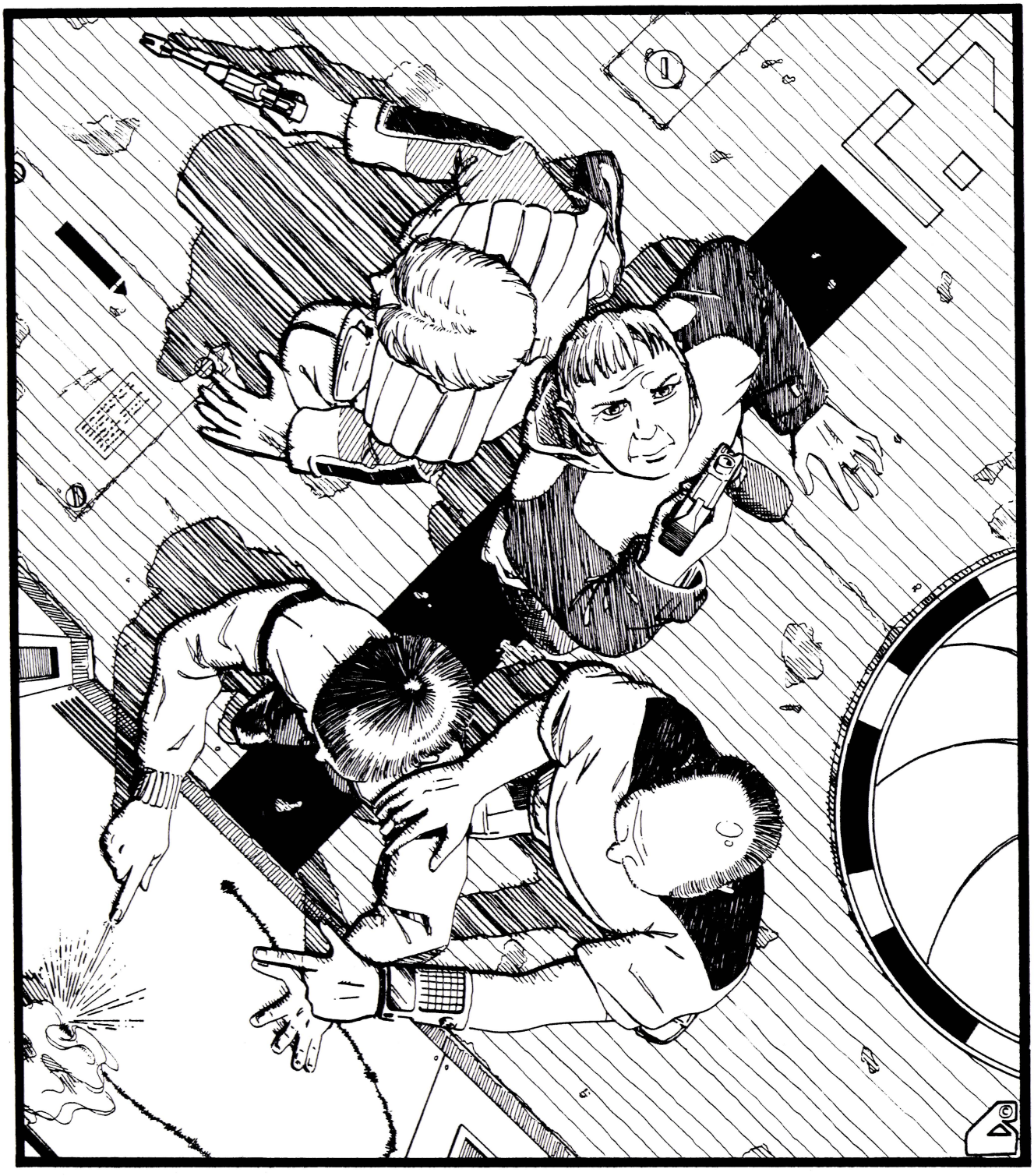
Krimm's Paw



"Man has only one natural enemy—man. No animal can match him in ferocity. No other sentient would want to."

— Akidda Laagiir, from "The Frontier Mentality" in the *Travellers' Digest*, 1110 .

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Editors' Digest

FROM THE DESKS OF GARY L. THOMAS AND JOE D. FUGATE SR.

The political and social upheavals engendered by the death of Strephon and the resultant "shattering" of the Third Imperium are devastating — but no more so than is suffered by certain Earthbound individuals of this century, who seemingly have vanished and therefore lost their subscriptions.

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(The preceding was an unpaid advertisement demanded by our frazzled mailroom staff, who smilingly send out your subscriptions whenever they have proper addresses.)

That out of the way, let's talk about something more interesting, like **MegaTraveller**. "Traveller Q&A" has become one of our more popular columns since its inception, thanks in large part because all of its answers are 100% *official*. In fact, we have a good backlog of questions to answer over the next several years. "Several years? But I want an answer to my question *now*." Not to worry, Gentle Reader. Many people already know that they can send us questions and get immediate answers, as long as they follow proper procedure.

So what's proper procedure, you ask. The quickest way to get an answer is to send only a few questions at a time, on a self-addressed stamped postcard, filled out with "yes" and "no" boxes that our editors can check off as appropriate. If you do this, you're liable to get an answer within a week.

The improper procedure is to send us six handwritten pages of questions, chief among which is "So what's the whole idea with this Shattered Imperium, anyway?" It is unfortunately impossible for our staff to take the time to answer open-ended questions on a personal basis — but the good ones will be saved for "Traveller Q&A". (Another alternative for a quick answer is to send us electronic mail on GEnie or Compuserve — we are no longer on Delphi.)

We just got a copy of a new fanzine called the "T-Tech Traveller Idea Exchange Newsletter", full of craft, vehicle, and equipment designs. For more info, write Philip Athans, Editor, T-TECH, 7783 Kensington Lane, Hanover Park, IL 60103.

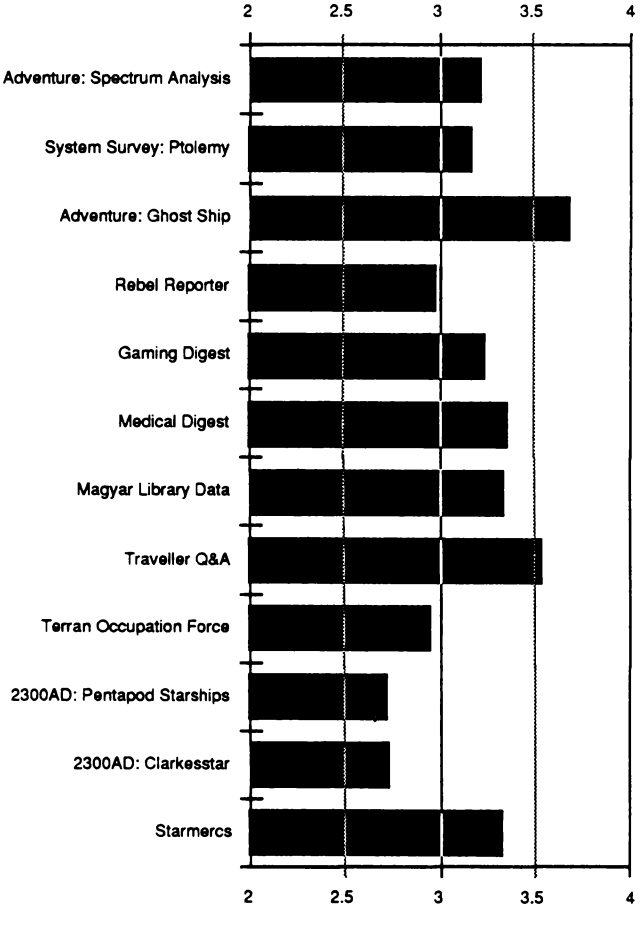
Last but not least, our associate editors Nancy Parker and Robert Parker deserve kudos for their work in moving up our production schedule. The fact that this issue reached you as soon as it did is largely due to their efforts.•

TD 14 Survey Sweepstakes Results

	Didn't Read	Not Useful	Some Useful	Very Useful
Adventure: Spectrum Analysis	3	5	28	24
System Survey: Ptolemy	2	6	32	20
Adventure: Ghost Ship	0	0	19	41
Rebel Reporter	3	13	26	18
Gaming Digest	3	7	23	27
Medical Digest	5	3	18	34
Magyar Library Data	0	6	28	26
Traveller Q + A	1	2	21	36
Terran Occupation Force	3	15	24	18
2300AD: Penatapod Starships	10	19	9	22
2300AD: Clarkesstar	11	15	13	21
Starmercs	3	4	24	29

Response Count: 60

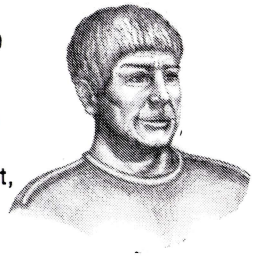
Congratulations to A.M. Nuss, Mike VandeBunt, and Greg Tielking, who won signed copies of the Referee's Kit



THE CHARACTERS

This adventure is intended for the characters listed below. Even though the characters listed are all male, feel free to change any or all of the genders as desired. The character data are listed using the **MegaTraveller** format.

Akidda Laagiir, Journalist
858AAB age 47 6 terms Cr 21,000
Interview-5, Streetwise-3, Grav Vehicle-1, Wheeled Vehicle-1, Admin–1, Brawling-1, Computer-0
Holocrystal Recorder
Starport A, Large, Dense Atm, Wet, High Pop, Mod Law, High Stellar
Born: 319-1059



Dur Telemon, Ex-Scout
A7A85B age 40 3 terms Cr10,000
Auto Pistol-3, Survival-2, Pilot-1, Grav Vehicle-1, Engineer-1, Gambling-1, Brawling-1, Computer-1, Vacc Suit-0 Auto Pistol
Starport A, Large, Dense Atm, Wet, High Pop, Mod Law, High Stellar
Born: 038-1068

Dr. Theodor Krenstein, Scientist
485FCB age 64 10 terms
Cr 300,000
Robotics-5, Leader-3, Electronics-2, JOT-2, Laser Rifle-1, Grav Vehicle-1, Medical-1, Mechanical-1
Hand Computer (TL15), Electronic Tool Kit, Robot AB-101
Starport A, Small, Vacuum Atm, Wet, High Pop, Mod Law, High Stellar
Born: 173-1043

Aybee Wan Owen, Valet
Apparent Stats:
8D9C7B age 19 0 terms Cr 0
Medical-1, Linguistics-1, Grav Vehicle-1, Laser Welder-1
Starport A, Small, Vacuum Atm, Wet, High Pop, Mod Law, High Stellar
Born: 049-1081

Actual Robot Profile:
AB-101, Pseudobiological Robot
Constructed in 1091 by Dr. Theodor Krenstein
561x2-A2-PM327-FDC7(J) Cr11,970,600 319kg
Fuel=78.1 Duration=21.7 TL=15
7/17 (Jack)
Head (10%), 2 Lt arms
2 Eyes (+1 light intens), 2 ears, voder, touch sensors
Pwr int, brain int, TL 15 holo recorder, Lt laser welder
Medical-1, Linguistics-1, Grav Vehicle-1, Valet-1, Laser Welder-1, Rescue-1, Emotion Simulation

PLAYING THE CHARACTERS

Some of an adventure's most memorable moments are those that occur as the players play out their characters' roles in a believable manner. To aid in this, we provide the following background details and roleplaying pointers for the player characters.

AKIDDA LAAGIIR

Position: Current recipient of the *Travellers' Digest* Touring Award.

Akidda Laagiir started at age 18 as a copy boy with the *Mora World Review*; his friendly face and ability to gain the trust of others contributed to his steady career progress.

Living on Mora, with its charismatic dictator, the Duchess Delphine the Matriarch, is sometimes a trying experience for any journalist, which may explain his occasionally iconoclastic actions. He is slightly prejudiced against "the system", preferring fresh ideas and fresh ways of doing things. This boldness (especially in interview situations) has also contributed favorably to his career.

His admin skill was learned while moving up the ranks, but it is a skill that he would just as soon not need: he much prefers cutting through to the heart of a situation. While he is sensitive to the needs of others, he has a well developed self-preservation instinct that allows him to quickly adapt to a strange locale or culture — a skill that has saved his neck on more than one occasion.

Like most writers, he is consumed with curiosity, and when the *Travellers' Digest* journalism contest was held again in 1098, he was among the first to apply. His piece was entitled "The Imperial Frontier: The Next Millenium". In it, he discussed the spinward frontier sectors of Deneb, Spinward Marches, Trojan Reach, and Reft as well as their role in shaping the growth of the Imperium in the next 1,000 years. On 258-1099, he received the announcement that he had won the coveted *Travellers' Digest* Touring Award.

Akidda has been travelling and submitting articles of his travels for over seven years.

Roleplaying Notes: Akidda's strong interview skill indicates he has a real nose for a good story: to play him otherwise would be untrue to his character. His natural curiosity makes him likely to pursue "trouble" rather than run from it.

The counterbalance to Akidda's tendency to seek out such trouble is his streetwise skill, which enables him to lessen the harmful results of an otherwise awkward situation. His streetwise skill may enable him to "stumble" onto a valuable source of information the others would overlook.

Keeping this in mind, the referee should use the NPCs encountered by Akidda as those with the most valuable information to the group, as a result of Akidda's abilities. Akidda's phenomenal interview-5 skill gives him tremendous insight when dealing with people.

DUR TELEMON

Position: Ex-Scout (on reserve status).

Dur Telemon was *born* into the Scout Service. His father was in the Scout Service while Dur was growing up, and both of his grandfathers had served in the Scouts in their younger days. Dur enjoyed nothing more as a boy than to sit and listen to their tales of adventure.

The Fourth Frontier War broke out when Dur was a teenager — his father's service in the war was a source of pride for the entire family and deepened Dur's love for the Scouts.

Dur's individualistic nature meshed well with his duties in the Exploration Office of the Scout Service. In his first term, a "routine" mapping expedition on Pannet/Rhylanor suddenly turned into a hostage rescue operation, and it was then that Dur happened to save Dr. Krenstein's life. Neither of them is overly emotional about it, but it was that initial chance encounter that grew into a respect and friendship between the two men over the years.

Dur's second and third terms were spent in District 268 and Five Sisters Subsectors doing various planetary surface and orbital surveys. During these surveys, Dur

learned much about staying alive and living off the land in unusual environments. Halfway through his fourth term, he was transferred from his field post in the Exploration Branch to a bureaucratic position in Fleet Support.

Dur has resigned from the Scouts and has been travelling with his uncle, Akidda Laagiir.

Roleplaying Notes: Dur is the brash adventurer of the group and as such he is the least likely to fear physical confrontations or physical discomfort. He is also the most likely of the group to act without giving due consideration to the consequences. He has genuine concern for others and is the most likely to risk his life to save someone.

DR. THEODOR KRENSTEIN

Position: Graz Redniz Chair of Computational Robotics at Rhylanor Institute of Technology — on sabbatical leave.

Dr. Theodor Krenstein is a gifted, multi-talented scientist, with interests from anthropology and archaeology to xenology and zoology, including most of the "ologies" in between.

Born on the planet Rhylanor, he entered the Rhylanor Institute of Technology at the age of eighteen, eventually receiving advanced degrees in computer science and robotics. He went on to serve three terms as Dean of the School of Robotic Science at RIT, after which he was appointed to the Graz Redniz Chair of Computational Robotics, a prestigious and coveted position. He is the author of 12 holocrystal publications and over 100 articles in technical and scientific journals, in addition to holding more than 250 Imperial military patents for his inventions and robotics work. Despite his academic success, he has become bored with what he has been doing, and realizing his age, took an extended sabbatical from teaching in order to make forays through Deneb Sector.

Among his many pursuits, Dr. Krenstein has aided the Scouts in developing robots for planetary surface surveys. During a test in 1090 on Pannet/Rhylanor, members of a disgruntled anti-technist group kidnaped Dr. Krenstein and threatened to kill him if the Scout Service didn't meet their demands. A young Scout named Dur Telemon was part of the all-volunteer raiding team that finally freed Dr. Krenstein; in fact, Dur was the first to reach the doctor.

After this incident, the doctor constructed his servant, bodyguard, and experiment in synaptic learning, "Aybee".

Dr. Krenstein has been travelling with Dur Telemon and Akidda Laagiir since their chance meeting seven years ago.

Roleplaying Notes: Dr. Krenstein, the "Mr. Fix-it" of the group, contributes valuable analytical skills. Together with Aybee, the doctor may contribute unusual insights Dur or even Akidda might otherwise overlook.

The doctor is slightly mischievous in the manner in which he conceals Aybee's true robotic nature — a source of much fun if roleplayed completely. The doctor seeks new experiences and knowledge for both his robot and himself, so he will pursue adventure suggestions readily.

Keep the doctor's age in mind — he is the least able of the group physically, although Aybee helps to make up for this.

AYBEE WAN OWEN

Position: Personal servant and protégé of Dr. Krenstein.

AB-101, or "Aybee", is a pseudobiological robot designed and constructed by Dr. Krenstein. Aybee's apparent UPP is what Dr. Krenstein wishes Aybee to project to others based upon his programming (he is actually capable of much greater values); his intelligence and education are estimated from his computer hardware and software; and his social class is based upon his position as a knight.

Although Aybee's programming gives him certain basic abilities, he lacks true artificial intelligence and thus can make errors in judgment; in abstract situations, this effectively lowers his true skill level. Aybee's "weapon" is a light laser welder, built into his right arm. Many Imperial worlds specify standards for robot-installed weapons, and Dr. Krenstein has designed Aybee so that his arm (ostensibly used only as a tool) can pass inspection by officials, since laser welders are generally not restricted by local law levels; however, voice override controls allow Dr. Krenstein to use Aybee as a weapon at short range.

Roleplaying Notes: Without a doubt, Aybee is the most unusual of the quartet. He is also the most difficult to roleplay effectively.

Aybee is the most valuable piece of equipment the group has. He can record situations in 3-D holograph form (10 minutes' worth, after which it is relegated to 2-D storage), then play them back for future study at the group's leisure. He will quietly observe a situation and report his findings to the doctor, keeping the doctor's safety as his priority.

Aybee is a good source of logical analysis, although his conclusions are devoid of any creativity or revelations beyond the obvious (although sometimes the obvious can seem like a revelation). Play him as a naïve, knowledge-hungry character. He should make errors in judgment when a situation relies heavily on intuition. He is likely to miss subtle innuendos that humans are so prone to use.

Strangers who find out that Aybee is a robot may react negatively (increase the difficulty of any interpersonal task one level). Most will never suspect from casual observation that Aybee is nothing but a machine.

To determine Aybee is a robot at close (1.5m) range:
Difficult, Robotics, Interview, 2 min

Referee: Roll once during the first encounter. Thereafter roll daily if the character constantly spends extended periods of time near Aybee. Otherwise, ignore this task — there is no chance for detection.

Aybee's power plant is a closed hydrogen/open oxygen fuel cell. Aybee carries his own hydrogen supply, but the hydrogen is oxidized by oxygen from the air. Aybee is thus much like a true human in this respect — if he loses his oxygen supply, his power plant will not function. After an accident at the Shudusham Robotics Conference, Krenstein installed a half-hour supply of oxygen for emergencies. Aybee's fuel cell produces a harmless waste by-product which must be eliminated from time to time: pure water.•

THIRD IMPERIUM

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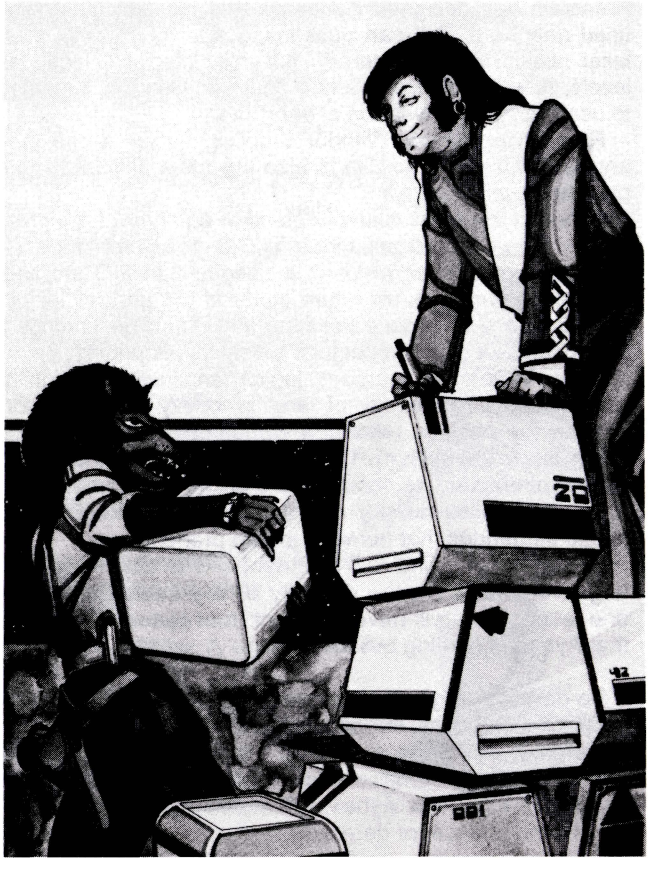
Krimm's Paw

ADVENTURE NUMBER 15

—by Nancy Parker



INTRODUCTION

This adventure deals with a *Travellers' Digest* journalist and his companions in their continuing tour of the Imperium. They are about to return their borrowed Scout ship to a base in Daibei Sector. The date is 104-1108 by the Imperial calendar.

This adventure is in nugget format. The opening dialogue introduces the characters and the situation. This section may be used in one of two ways; either read it to the players, or have them each read their characters' parts. The idea in either case is to acquaint them with the characters and their personalities. Later nuggets are identified as player or referee information, or action scenes.

OPENING DIALOGUE

"Returned to normal space, on the button. This new drive works like a charm." Dur patted the control board fondly. Their transponder broadcast their identity, origin, and destination to anyone who cared to listen. It would be hours before the signal reached the Scout base orbiting the system's one habitable planet, but that made little difference.

"Yeah," Akidda added, "I'm going to miss this ship when we have to turn her in and go back to scrounging rides. We were sure lucky to get her for this long. Even His Excellency wasn't so bad...after he was off the ship." Akidda had never gotten over his distaste for their noble passenger despite the noble's help in repairing the ship a few months ago.

"We don't do too badly at ride-scrounging, either, Kidd. I always knew a fellow with good skills could make his way anywhere."

"Always?" inquired Krenstein with a smile, thinking of how much Dur had worried once before.

Aybee's eyes became slightly fixed, as they usually did when he recalled data from "dead" storage. He looked much like a human trying to recall something elusive. "As I recall the conversation on Capital when Dur found out we had no money to get home—"

"But it's for sure we wouldn't have made it this far without the Scout Service," Dur interjected. "Speaking of which, we dropped into this nowhere system because it had a gas giant so we could save the Service a little money on fuel. I'm setting course to the giant now, Aybee. Follow me on your controls, you still need some practice."

"One more jump to Nu Polis, Dur?" the doctor asked, abandoning his teasing.

"Two. Then it's back to our wits."

"How are we doing, Aybee?" asked Dur from the pilot's seat, relaxing with a hot drink. He had shifted the controls to be usable from Aybee's copilot chair.

"Two more orbits should complete the refueling, Dur. The purification is keeping pace with the scoops. All system lights are green. Our supply status is—"

"That's all I wanted to know, thanks."

"Did you not want the sensor and communications reports, Dur?"

"Why, something new come up?" The ex-Scout swiveled to look at the heads-up display that Aybee was studying. The display was harder to read from across the room.

"There's just this merchant ship transponder signal on the sensors. They call themselves the *Black Swann*, a far trader out of Karukhi. But I don't understand these sensors very well. I ran pinpoint scans for practice and the sensors say their power plant is about five or six times what I'd expect in that class of craft..." Aybee broke off as Dur gestured him aside and took the controls he had allowed Aybee to handle for refueling.

"Neutrino source, 5000 — Aybee! That's no far trader." Dur's hand crossed a light beam that set off alarms in the rest of the ship.

Aybee immediately began to seal his shipsuit and reached for a life-support pack in the bridge locker. "Captain Telemon?"

"Knock it off, Aybee, this is serious."

"That is why I am being formal, sir. Are we about to enter a combat situation?"

"That," muttered Dur with his eyes on the readouts, "is a very good question."

NOW WHAT?

(Referee Ship Status Information)

The characters' Scout ship *Andante Polaris* is a standard *Imperial Encyclopedia* Scout courier, armed with one missile turret with two launchers.

The players may obtain the following information about their ship by using sensor or computer tasks:

- Their ship has taken on 90% of its fuel so far. It will take one more hour to complete refueling. They can do plenty of insystem maneuvering on a 90% fuel load, but if they jump without completing their refueling, they will have little reserve for maneuvering when they emerge.
- The *Andante Polaris* is carrying cargo to pick up a little extra money; determine randomly what this cargo is. The other ship is currently further insystem from them at extreme orbit range (about four million kilometers).

- Aybee's neutrino sensor readings give the other ship's power output as about 4,500-5,000Mw. Its hull outline suggests under 1,000-tons displacement. Matching this to known craft is a computer task.

  To match a neutrino shadow to known craft profiles:
  Difficult, Int, Computer, 1 minute (uncertain)
  Referee: *Total Truth*: It's a corsair.
  Some Truth: It's a patrol cruiser or SDB.
  No Truth: It's a laboratory ship.

- There has been no communication on the part of the stranger other than its transponder. It has not moved to an interception course or made any hostile move.
- The neutrino and densitometer readings done so far were passive; the stranger cannot know he has been scanned. Active EMS sensor scans would be noticed at once.
- Let characters consult subsector data and maps. They are in the Pierson system (1536).

REFEREE'S SYNOPSIS

The players have encountered a strange sensor reading that is in fact from a pirate ship masquerading as a far trader. Several options for their actions are detailed as paths through the following nuggets. They may be involved in space combat and even be captured by the pirates, thus having to plan an escape. They may escape pirates but have to deal with various bureaucracies to get a task force out to search for the pirates. An extremely hasty attempt to get away could lead to a misjump with its attendant difficulties.

PLAYER OPTIONS

(Referee Nugget Guide)

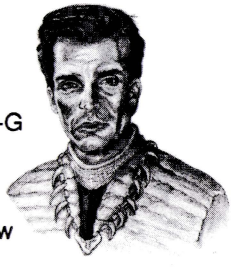
- Pretend to notice nothing, finish fuelling and leave — go to *Just Passing Through (Option 1).*
- Change orbit immediately for leaving but give no other sign— go to *Just Passing Through (Option 1).*
- Radio for help or shut off transponder — pirates give chase, go to *Dogfight.*
- Jump as quickly as possible — go to *Moving Out (Option 3).*
- Shoot first and ask questions later — go to *Dogfight.*
- Radio the strange ship for more info — go to *Reach Out (Option 2).*
- Hide by altering orbit, ducking behind a moon, or diving into gas giant atmosphere to foil lasers — pirates will seek them out, then go to *Dogfight.*
- Scan the nearby moons for signs of a pirate base — go to *Hide and Seek .*

THE PREDATORS

(Referee Background Data on NPCs)

The pirate ship is a corsair design (essentially similar to the design presented in the *Imperial Encyclopedia)* and is armed with four beam lasers, Batt1, Bear1.

The ship has a crew of nine (slightly shorthanded), who all call each other by the names of predators from various Solomani worlds.



Captain Krimm, Leader (pilot)
766999 Age 38 5 terms Cr61,000
Brawling-3, Pilot-3, Laser Rifle-2, Forgery-1, Grav Belt-1, Leader-1, Zero-G Env-1, Computer-0, Vacc Suit-0, Wheeled Vehicle-0
Corsair, LowPsg, MidPsg, laser rifle
Starport A, Small, Thin Atm, Wet, Low Pop, Low Law, Early Stellar

Veraprin, Henchman (engineer)
3B96AA Age 26 1 term (went to college) Cr20,000
Engineering-3, Brawling-1, Foil-1, Computer-0, Grav Vehicle-0, Vacc Suit-0
Starport B, Asteroid, Vacuum, Desert, High Pop, High Law, Avg Stellar

Weasel, Henchman (bodyguard on bridge)
97A464 Age 34 4 terms Cr101,000
Laser Pistol-2, Axe-1, Brawling-1, Gambling-1, Vacc Suit-1, Zero-G Env-1, Computer-0, Wheeled Veh-0
Laser pistol, MidPsg, LowPsg
Starport B, Medium, Std Atm, Dry, High Pop, Mod Law, Early Stellar

Wolf, Corporal (gunner)
878476 Age 32 3.5 terms Cr2,000
Laser Pistol-3, Cutlass-2, Streetwise-2, Brawling-1, Turret-1, Vacc Suit-1, Computer-0, Wheeled Vehicle-0
Laser pistol, 2 MidPsg
Starport B, Small, Thin Atm, Dry, High Pop, Mod Law, Early Stellar

Bear, Lieutenant (navigator)
8CBA51 Age 50 8 terms Cr101,000
Laser Pistol-4, Axe-3, Tactics-3, Brawling-2, Mechanical-2, Navigation-2, Zero G Env-2, Computer-0, Vacc Suit-0 Wheeled Vehicle-0,
4 MidPsg, laser pistol, 3 letters, axe, laser rifle
Starport B, Medium, Std Atm, Dry, High Pop, Mod Law, Early Stellar

Lynx, Lieutenant (sensor operator)
869B77 Age 38 5 terms Cr11,000
Dagger-3, Sensor Ops-3, Battle Dress-2, Zero-G Env-2, Brawling-1, Bribery-1, Mechanical-1, Pilot-1, Tactics-1, Computer-0, Vacc Suit-0, Wheeled Veh-0
4 LowPsg, 2 letters, dagger
Starport B, Medium, Std Atm, Dry, Mod Pop, Low Law, Early Stellar

Fox, Corporal (gunner)
585B86 Age 40 6 terms Cr81,000
Gunnery-3, Brawling-2, Cutlass-2, Laser Pistol-2, Tactics-2, Vacc Suit-1, Zero-G Env-1, Computer-0, Wheeled Veh-0
LowPsg, laser pistol, cutlass
Starport A, Small, Thin Atm, Wet, Low Pop, Low Law, Early Stellar

Shark, Sergeant (gunner)
836488 Age 30 3 terms Cr12,000
Cutlass-2, Gunnery-2, Laser Pistol-2, Pilot-2, Vacc Suit-2, Brawling-1, Computer-0, Wheeled Veh-0
MidPsg, LowPsg, laser pistol
Starport B, Small, Thin Atm, Dry, High Pop, Mod Law, Early Stellar

Firrob, Sergeant (engineer)
6679A7 Age 38 5 terms Cr101,000
Engineering-3, Brawling-2, Laser Pistol-2, Forgery-1, Gunnery-1, Mechanical-1, Vacc Suit-1, Zero-G Env-1, Computer-0, Wheeled Veh-0
Letter, 4 MidPsg, laser pistol
Starport A, Small, Thin Atm, Wet, Low Pop, Low Law, Early Stellar

There is no human medic among the pirates, but they have a med robot on board.

JUST PASSING THROUGH
(Do nothing, Option 1)

Players' Impressions: The slight hiss of the scoops can be heard as the players finish their refueling.

Referee's Summary: The players may decide to set course either insystem or to a jump point. Just before the players leave orbit, the stranger reappears over the curve of the gas giant and sensors report that it scans them with active EMS.

Tasks:
To skim a gas giant for starship fuel:
Routine, Pilot, Navigation, 1 hour (hazardous)
Referee: Only one hour remains of this task. Mishaps may be turbulence, radiation exposure, collision with debris, or heat damage to the hull.

To pilot a ship to orbit from 100 diameters (or vice versa):
Simple, Pilot or Ship's Boat, Edu

Tasks for jump entry are in *Moving Out (Option 3).* The pirate vessel makes no hostile move.

Referee's Details: If the players choose to move insystem, go to *Scout Master* or *Rivals*, as needed.

If the players jump elsewhere, go to *Scout Master* or *The Local Neighborhood*, depending on where they try to report the irregular sensor incident.

REACH OUT
(Contact the ship, Option 2)

Players' Impressions: Attempting radio contact elicits no response. The strange ship vanishes behind the swirling colors of the gas giant.

Referee's Summary: If characters radio the strange ship, the corsair will attempt to keep up its disguise, but will begin maneuvering into firing range.

Tasks:
To contact the other vessel with radio:
Routine, Commo, Edu (uncertain)
Referee: On less than total truth, the magnetic/radiation field of the gas giant is causing interference.

Referee' Details: If the characters show any suspicion at all, they will be attacked. Go to *Dogfight.*
Otherwise, go back to *Just Passing Through.*

MOVING OUT
(Jump out of system, Option 3)

Players' Impressions: The crescent of the gas giant slowly shrinks in the viewport as the players maneuver to the jump point.

Referee's Summary: If the characters decide to jump immediately, they must still move to at least 10 diameters out from the giant for safety. Otherwise, they are making a desparate jump from near the gas giant.

Tasks:
To generate a jump vector:
Routine, Navigation or Pilot/2, Education, 7 sec

To engage the jump drive:
Routine, Engineer, Navigator's Edu (fateful)

Referee: Inside 100 diameters this is Difficult; inside 10 diameters it is Formidable. Failure causes a misjump.

Referee's Details: In case of a misjump: after 12 days of illness in jumpspace, the characters come out at Hermes, far beyond its outermost planet. They can fly toward the starport (they may run out of maneuver fuel) or radio for assistance from the Scouts in the system. In either case, go to *Scout Master.*

If the jump goes well, they will arrive at a planet with no Scout base. Go to *The Local Neighborhood.*

SCOUT MASTER
(Follow-on Event, if the characters approach a base)

Players' Impressions: The moon is daylit with sharp, airless shadows. The characters are greeted cordially at the spaceport by Scouts in casual duty uniforms. The air in the base is fresher than in the ship, with plant smells from the hydroponics farm.

Referee's Summary: The Scout base is located on a small moon, on the far side from its primary. Scouts direct the characters to the base administrator. The administrator questions them about the incident. A task force is organized to investigate.

Tasks:
To convince the administrator to act on their report:
Routine, Edu, Persuasion or Interview, 1 min
Referee: Roleplay this discussion, first rolling this task to gauge the adminstrator's general reaction. Dur has an extra +1 DM as a Scout. The entire group can contribute skills to this task.

Referee's Details:
Ernis Littor, Scout Base Administrator
897887 Age 40 5 terms Cr20,000
Electronics-2, Leader-2, Navigation-2, Admin-1, Grav Veh-1, JOT-1, Pilot-1, Vacc Suit-1, Computer-0, Wheeled Veh-0

Administrator Littor has the snow-white hair and pale skin of his race (the Chias nation from Uston). His voice is deep bass. He will want to know:

- Precisely where and when the characters observed the suspected pirate.
- What sensor readings they took (he may requisition their ship's log).
- What actions they took and what actions the other ship took.
- Whether they scanned any of the moons of the gas giant for activity.

With success, the administrator will order ships out to investigate. Since the players' ship is one of three armed Scout ships available, it is useful, and the characters may crew it if they wish. Dur specifically will be asked to be part of the task force. The ships sent are:

1. the *Andante Polaris* (characters' ship)
2. Seeker
3. two more armed Scout couriers
4. *Donosev* class (for command and reconnaisance)

The Scout couriers have the same characteristics as the *Andante Polaris,* including armament.

The Seeker has the same stats as those found in the *Imperial Encyclopedia,* and is armed with a Pulse Laserx2, Batt1, Bear1.

The *Donosev* class craft UCP is:

***DONOSEV* CLASS SCOUT SURVEY SHIP**

CraftID: *Donosev* Scout Survey, Type SZ, TL15, MCr145.177*
Hull: 360/900, Disp=400, Config=4USL, Armor=40G, Unloaded=3,590 tons, Loaded=4,270 tons
Power: 3/6, Fusion=3,565Mw, Duration=100
Loco: 18/36, Maneuver=2; 15/30, Jump=3; NOE=190kph, Agility=2
Commo: Radio=system x 2, MesonCom=regional x 2, LaserCom=system x 2, MaserCom=system x 2
Sensors: PassiveEMS=interstellar x 2, ActiveEMS=farOrbit x 2, Densitometer=highPen/1km x 2, Neutrino=1kw x 3, ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Rout, PasObjPin=Rout, PasEngScan=Simp, PasEngPin=Rout
Off/Def: Hardpoints=4, DefDM=+9
Control: Computer=5/fib x 4, Panel=holodynamic link x 30, Special=HUD x 10, large holodisplay x 1, Environ=Basic env, basic ls, extend ls, grav plates, inertial comp
Accomm: Crew=10 (Command=1, Bridge=1, Engineer=1, Maint=1, Flight=3, Medical=1, Survey Specialists=2), Staterooms=10, SubCraft=40-ton modular cutter + 1 fuel module + 1 lab module, 3-ton air/raftx3
Other: Cargo=270kl, Fuel=1,790kl, ObjSize=Avg, EMLevel=Mod

The *Donosev* Class Survey Scout is used to continually resurvey the interior regions of the Imperium, updating maps and charts, and maintaining beacons and markers for astrogation hazards.

*price includes cost of modular cutter and one extra module.

Go to *Hide And Seek* unless the convincing task was a total failure, in which case the characters are subjected to further questioning and delayed for at least a week.

DOGFIGHT
(Follow-on Event, If the characters provoke attack)

Players' Impressions: Sensor alarms suddenly come alive — incoming laser fire has been detected. The other ship's first shot barely misses.

Referee's Summary: The pirate will attack as soon as it is in range. Play out the combat according to standard rules; the pirate vessel will attempt to disarm and cripple the Scout ship rather than destroy it.

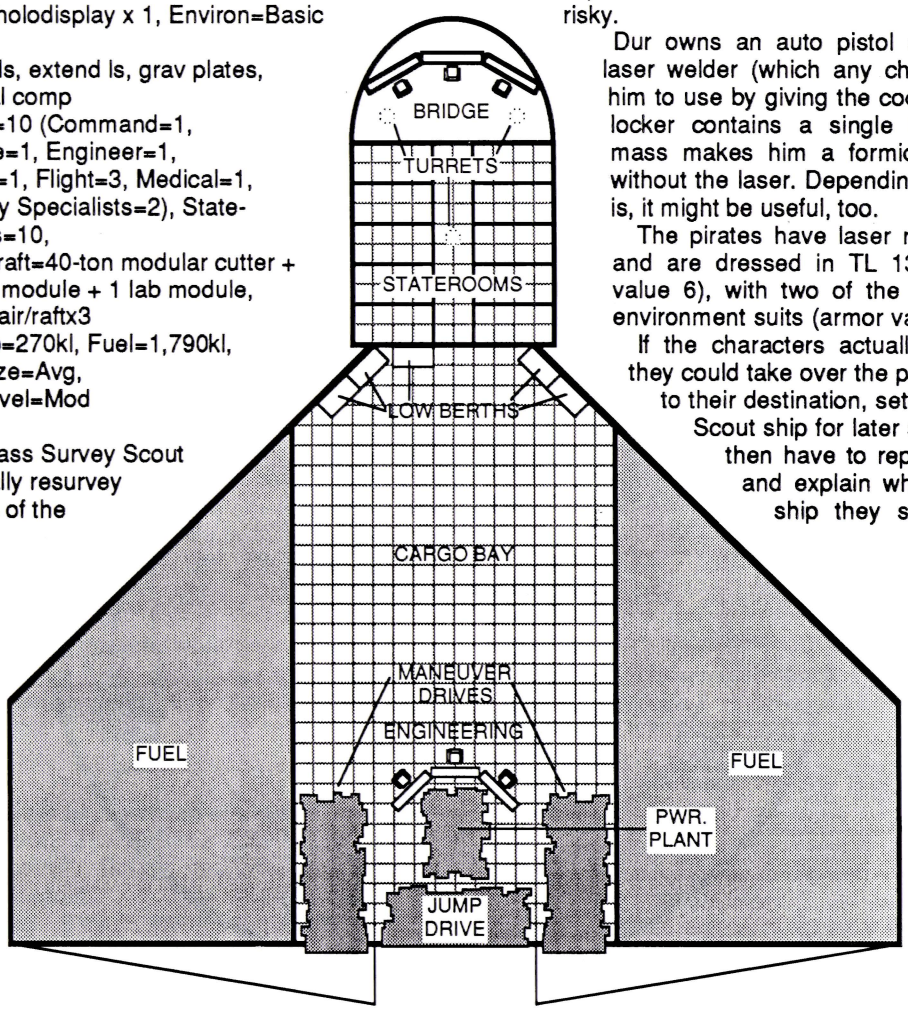
Tasks:
See starship combat in the *Referee's Manual.*

Referee's Details: If successful in crippling the characters' vessel, the pirates will maneuver into visual range, and radio the characters to stand by for boarding. Since the pirates will come in at the lock at the rear of the ship, it would be possible for the characters to fight them, but this is risky.

Dur owns an auto pistol and Aybee has his laser welder (which any character can instruct him to use by giving the code word). The ship's locker contains a single laser rifle. Aybee's mass makes him a formidable weapon even without the laser. Depending on what the cargo is, it might be useful, too.

The pirates have laser rifles or laser pistols and are dressed in TL 13 vacc suits (armor value 6), with two of the six being in hostile environment suits (armor value 11, Dexterity-3).

If the characters actually win such a fight, they could take over the pirate vessel and fly it to their destination, setting a beacon on the Scout ship for later salvage. They would then have to report to a Scout base and explain why they aren't in the ship they started with. (Go to



KRIMM'S PAW

Scout Master, but success at convincing the Scout administrator is automatic.) This outcome seems rather unlikely, however.

Three of the pirates will remain at their posts on the corsair: the chief engineer, the captain/pilot, and one gunner. These would have to be overcome if the characters tried to take the pirate ship. Internal security systems could be used to incapacitate the characters.

One possible scenario is the "Denebian standoff". If the characters think they cannot win the boarding action, they might rig their ship to blow up with a deadman switch and simply dare the pirates to shoot. The probable response to this is for Krimm to call their bluff by accelerating the grappled ships straight toward the gas giant and then releasing the *Andante Polaris*. With a crippled maneuver drive, the characters would have to surrender their ship or jump (desparate jump) to survive. Otherwise, their ship would burn up in the gas giant's atmosphere.

PRISONERS

(Follow-on event, if the characters are captured)

Players' Impressions: Krimm and his bandits rough up the group, untie them, and throw them into a dimly lit stateroom onboard their vessel. The room, full of a stale smell, has been made into a cell, with all computer terminal and communication panels removed.

Referee's Summary: The characters' ship will be grappled and towed to the pirate base and left in orbit. Over the next several days it will be dismantled for useful parts. Because the characters' cell has all of its equipment dismantled, the pirate outside cannot see what's going on inside the room.

Tasks:

To detect the absence of surveillance:

Difficult, MAX(Int, Edu), Streetwise or Commo, 3 min

Referee's Details: The "cell" door can be opened only from the outside. In removing the computer, however, the pirates have removed their best means of monitoring the room. There are no visual or acoustic bugs.

If the pirates suspect misbehavior, they can gas the room. The flight to the pirate base will take from two hours to a day, depending on where the combat took place, during which time a pair of guards will check on the prisoners twice, at random intervals. The characters will not be offered food.

The characters may attempt to escape the room or to overpower a guard. A simplified deck plan of the pirate's corsair is included in this adventure in case Aybee is asked to cut through a wall. The guards should be chosen from the crew list and armed with the weapon in which they are skilled.

Upon reaching their base, the pirates will land, disembark, and bring the prisoners before their leader.

Go to *Pirate Base*.

PIRATE BASE

(Follow-on event, upon arriving at the pirate's base)

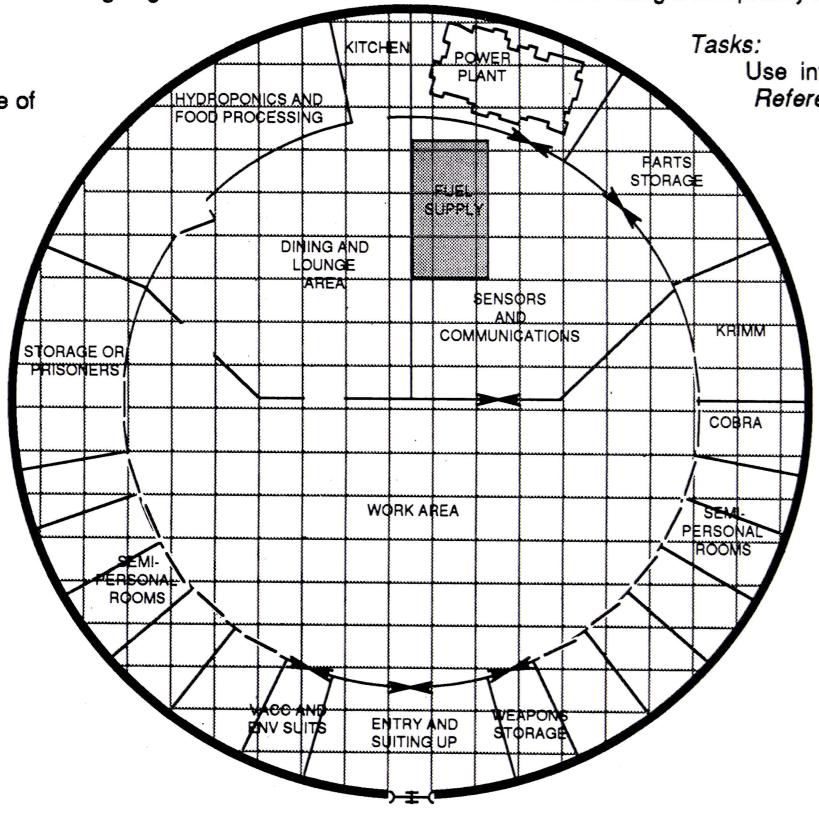
Players' Impressions: Players are ordered to seal their suits and are marched at gunpoint out of the corsair and across a barren plain under a dark, foggy sky to a metal dome. Other domes are connected to this one. Three other ships can be seen, parked on the plain, two of which look as if they are being constructed or repaired.

Referee's Summary: The base is on a moon of the gas giant which has a thick nitrogen/hydrocarbon atmosphere, concealing it completely from visual examination.

Tasks:

Use interpersonal tasks in the *Referee's Manual.*

Referee's Details: EM masking units from captured ships have



KRIMM'S LAIR

been used to mask the base, but its power plant is detectable with neutrino sensors at planetary range or less. A density scan from low orbit (100 km) would also show the base and the parked ships clearly, since the moon is basically rocky. The base has only a single missile launcher for defense. The two functional ships, *Krimm's Paw* and *Wolverine*, are expected to do any fighting necessary. *Wolverine* is in need of some maintenance repairs, but is functional.

Once inside the dome, the characters' helmets will be taken from them "so you won't be going anyplace, cause there's no place to go, see?" The guards say that they are taking the prisoners to see the Krimm. Have the library data entry on the krimm handy (presumably the characters would have read it in jumpspace earlier). If this knowledge leads a character to ask if they will be fed to an animal, the pirates will think it very funny. "We're all dangerous animals, mister." They give their chosen names, with appropriate threatening behavior to match.

Captain Krimm is a large man, dressed in a shipsuit but affecting barbaric ornaments now that he is on the ground, including a necklace of animal teeth. When the characters are brought before him, the other pirates present are

Once it is discovered that Aybee is a robot, they will insist that he be "stored" separately from the other characters.

Weasel, Wolf, and Exfir.

Krimm demands:

- the characters' names
- what they are doing here
- what they are good at

Smart answers or stubborn silence will get them knocked across the room. (This could be a problem with Aybee! He may answer questions evasively, unless Krenstein told him otherwise on the corsair.) It makes little difference how the characters identify themselves, since Krimm does not expect to get ransom for them.

Krimm wants the characters to work on the ships he is converting to enlarge his fleet, and if they admit to useful skills he will be pleased and treat them less roughly than if he thinks them useless.

SETTLING IN

(Follow-on Event, after being at the pirate base a while)

Players' Impressions: The *Krimm's Paw* leaves periodically on "plunder patrol". During this time, the base is guarded only by six pirates.

Referee's Summary: Exfir is the man in charge of the refitting and will take the characters in hand and assign them duties. They will be quartered in a large cell with cots and a fresher. While working on the ships they will be guarded. In this case, the characters' cell is bugged for sound but not for sight.

If they time things right, the characters may decide to try some sort of escape while the *Krimm's Paw* is away.

Aybee will need fuel before three weeks are up. There are several places around the base and the captured ships where Krenstein or Aybee could steal some.

Tasks:

To detect the sound surveillance:

Difficult, MAX(Int, Edu), Streetwise or Commo, 3 min

To steal fuel for Aybee unobserved:

Difficult, Dex, Mechanical, Streetwise, 1 min

Referee: Aybee does not need a skill to refuel himself from any tank, but will need instruction or help in avoiding detection. Any other character will have to steal a whole fuel cell to carry the fuel.

A mishap on a first try means interruption without detection. The character will be ordered to get on with his work and sent away from the fuel source.

A mishap on a second try means detection. Once the pirates know Aybee is a robot, they will watch him far more carefully, treat him as a machine rather than a person, and insist that he be "stored" separately from the other characters. They will not find out about his welder unless Tigril or Odlion insists on taking Aybee apart in a detailed exam.

Aybee will be locked in the parts storage room at night after detection. He will be allowed to refuel as needed, but he will not be allowed to associate with the others when not working.

To avoid a detailed exam of Aybee by the pirates:

Difficult, Int, Leader or Admin, 1 min

Referee: Krenstein must undertake this, as Aybee will be virtually ignored when he speaks to the pirates.

Referee's Details: This is yet another time when the characters might come up with a plan for gaining their freedom. Their cell is bugged for sound but not sight. They can converse privately by signs or by writing (if they can filch writing materials). Their possesions were brought down from the *Andante Polaris*, including Krenstein's tools and Akidda's holorecorder, and are now in use by the pirates.

Here are the stats for the pirates left at the base:

Cobra, pirate leader, captain of the *Wolverine*

745787 Age 56 9 1/2 terms Cr150,000

Engineering-4, Computer-2, Grav Veh-2, Gunnery-2, Leader-2, Brawling-1, Vacc Suit-1

Corsair, 3 MidPsg, 2 LowPsg, laser rifle

Starport B, Asteroid, Vacuum, Desert, High Pop, High Law, Avg Stellar

Azve, pirate henchman

A87544 Age 30 3 terms Cr10,000

Brawling-2, Laser Pistol-1, Mechanical-1, Vacc Suit-1, Computer-0, Wheeled Veh-0

Laser pistol, 2 LowPsg

Starport B, Medium, Std Atm, Wet, Mod Pop, Mod Law, Early Stellar

Exfir, pirate lieutenant

644BA6 Age 42 6 terms Cr100,000

Brawling-2, Electronics-2, Engineering-2, Revolver-2, Ship's Boat-2, Computer-1, Grav Veh-1, Gunnery-1, Vacc Suit-0

Revolver, letter, 3 MidPsg, 2 LowPsg

Starport A, Large, Dense Atm, Wet, Mod Pop, Low Law, Avg Stellar

Tigril, pirate sergeant
576695 Age 38 5 terms Cr61,000
Computer-4, Vacc Suit-3, AutoPistol-1, Brawling-1, Electronics-1, Grav Veh-1, Pilot-1
Auto pistol, 2 MidPsg, 3 LowPsg
Starport C, Small, Thin Atm, Dry, Mod Pop, Mod Law, High Stellar

Odilon, pirate lieutenant
489AB5 Age 36 4-1/2 terms Cr150,000
Communications-3, Computer-3, Brawling-1, Laser Rifle-1, Vacc Suit-1, Wheeled Vehicle-0
Laser rifle, 2 MidPsg, LowPsg, letter
Starport B, Medium, Standard Atm, Wet, Mod Pop, Mod Law, Early Stellar

Carcajou, pirate sergeant
597876 Age 34 4 terms Cr100,000
Cutlass-2, Gravitics-2, Mechanical-2, Brawling-1, Laser Rifle-1, Computer-0, Vacc Suit-0, Wheeled Veh-0
Laser rifle, 3 MidPsg, LowPsg
Starport B, Large, Dense, Wet, High Pop, High Law, Early Stellar

Use combat rules if they try to overcome one of these guards. If they don't manage to extricate themselves after six to eight weeks, go to *The Cavalry's Coming.* If they manage to get off a radio message before being captured, the time lapse is only one week instead of six to eight weeks.

HIDE AND SEEK
(Use when Scouts/Navy attempt to find pirate base)
Players' Impressions: The four gas giant moons cast their shadows as moving dots on the day side of the giant. No definite EMS sources can be found on any of them, but then there is considerable background noise from the giant itself.
Referee's Summary: If the intruders are detected scanning the base, the two corsairs will come up to fight and missiles will be launched from the surface. Resolve with the space combat rules.

Tasks:
To detect the pirate base away from the correct moon:
Difficult, Edu, Sensor Ops, 20 min

To detect the base from the orbit of the moon:
Routine, Edu, Sensor Ops, 3 min

To avoid detection by the pirates during approach:
Difficult, Int, Pilot, 5 min

To avoid detection when orbiting over the pirate base:
Formidable, Int, Pilot, 5 min

Referee's Details: See the description of the base given in *Pirate Base.*

RIVALS
(Referee Background)
Pierson is not the best place to look for help against pirates. Its population is only 7,000, divided into two states on the two major land masses of the planet. The leaders of the two countries are Presidents Afrim Wellon and Ganir Redat. Whichever leader the characters approach, the other will have spies to report what occurs.
Each has eight fighters capable of insystem raids (with a carrier), but if one brings his fighters out, fighters from the other country will show up within minutes demanding to know what's happening. If either can be convinced to look for pirates in their system, both will come on the search, and be constantly trying to "one-up" each other.
Go to *Hide And Seek.*

THE LOCAL NEIGHBORHOOD
(Referee Background)
The possible destination planets are:
Acropolis (1336 B88856A-C)
Accent (1534 C441523-A)
Xenon (1537 AAD2347-F)
Brewin (1635 A784200-F)
Oifuerr (1637 B210AD9-F)
Stasin (1736 E000220-B)
Charon (1737 C2347A9-B)

Whichever leader the characters approach, the other will have spies to report what occurs.

Some of these are obviously bad choices for getting help, such as the ones with very low populations.
If characters fail to get any action from any of these worlds, they can just proceed to one of the Scout bases to return the *Andante Polaris* and report their findings. Go to *Scout Master.*
If the characters rouse a navy from one of these systems to investigate, they will be expected to accompany the task force back to Pierson. This force will consist of a patrol cruiser and a close escort. In this case, go to *Hide And Seek.*

THE CAVALRY'S COMING
(Final Event, if the characters fail to escape)
Players' Impressions: Characters notice that the pirates seem alarmed and are rushing to battle stations. The muffled roar of the missile launcher firing penetrates the walls of the dome, as does the rumble of occasional nearby ground explosions.
Referee's Summary: Because other ships that are expected at Pierson starport have been attacked by the pirates, the authorities have been moved to investigate. A joint investigation force of Scouts and planetary fighters has moved into orbit above the gas giant moon. (Defenses and pirate ships are described under *Pirate Base*).
The characters will be locked in their quarters during the attack, unless they pick this time to stage a breakout and hide elsewhere in the base or in a ship.

Tasks:
To escape from the cell during the attack:
Routine, Dex, Laser Welder, 1 min
or

Difficult, Str, 2 min (group task)
or
Routine, Dex, AVG(Electronics, Computer), 30 sec
Referee: Which task you use depends on which kind of escape method the characters attempt.

To locate and don vacc suits:
Routine, Int, Vacc Suit, 30 sec (unskilled OK)
Referee: The characters have gotten very good at vacc suit drill after all this travelling, so they all have vacc suit-0.

To evade pirates during attack on base:
Difficult, Dex, Stealth or Streetwise, 2 min

To avoid being hurt by attackers when the base is taken:
Difficult, MAX (Int, Dex), 1 min
Referee: Surrendering is safest. The attackers will not at first know that the characters are not pirates, so they will be handcuffed and taken prisoner (Not again! Only it's the good guys this time). They can then try to explain themselves to the Navy or Scout administrator in charge.

To prove identity to an officer of the attackers:
Difficult, Edu, Admin, 1 min
Referee: This will be Routine if the characters manage to recover any of their belongings before capture.

Referee's Details: The ships and missile launcher will be destroyed and some of the domes damaged before the attackers land to take prisoners. The character's cell will be damaged on a roll of 7 on 2D; if so, they will hear the outside atmosphere hissing in and smell the hydrocarbon taint.

After this long, the characters should know where their vacc suits are stored, not far from their cell. It is now imperative that they get to those suits. Trying to get a pirate's attention at this stage is futile. All of them are off fighting.

Damaging the lock or cutting through a wall is a better bet, with Aybee's laser the tool of choice. If Aybee has been separated from them, the remaining characters will have to try to break the lock by force (with a piece of a cot, perhaps?).

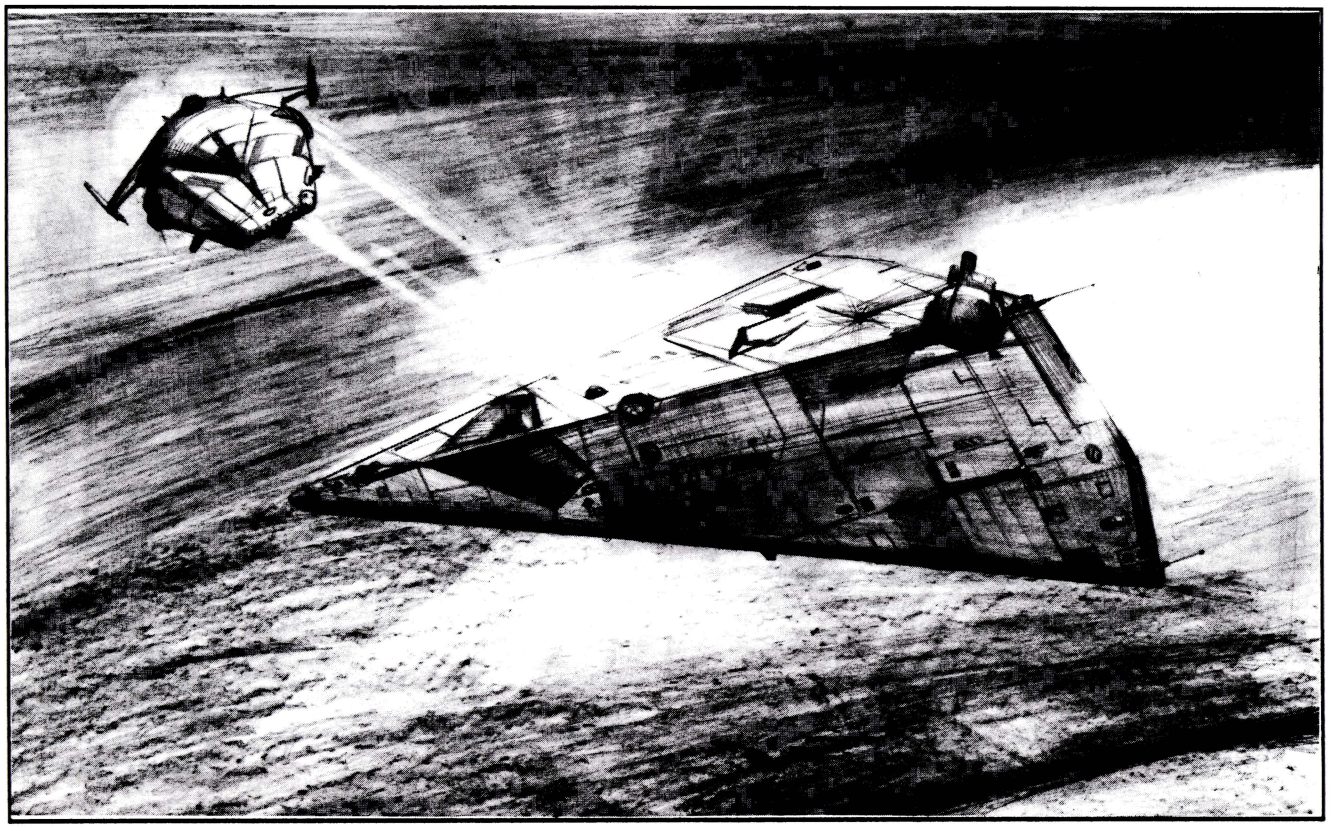
Tigril or Odlion may insist on taking Aybee apart in a detailed exam.

If Krenstein has been clever enough to get his tools back to do repairs on small equipment, he could jimmy the lock. The atmosphere in their cell will become unbreathable in about 20 minutes. The air in the corridor is less tainted.

If Aybee is stored separately from the others during the attack, he will be able to interpret the sounds and should become concerned enough about the doctor to take some drastic action on his own. He will not be able to detect the tainted air, however, because he has no sense of smell.

CONCLUSION
(Referee Information)

For their help in locating this pirate gang, the characters will be commended by Scouts and any government involved. The Scouts will be most helpful about getting them rides farther on their way.•



MISTAKEN IDENTITY

MEGATRAVELLER ADVENTURE

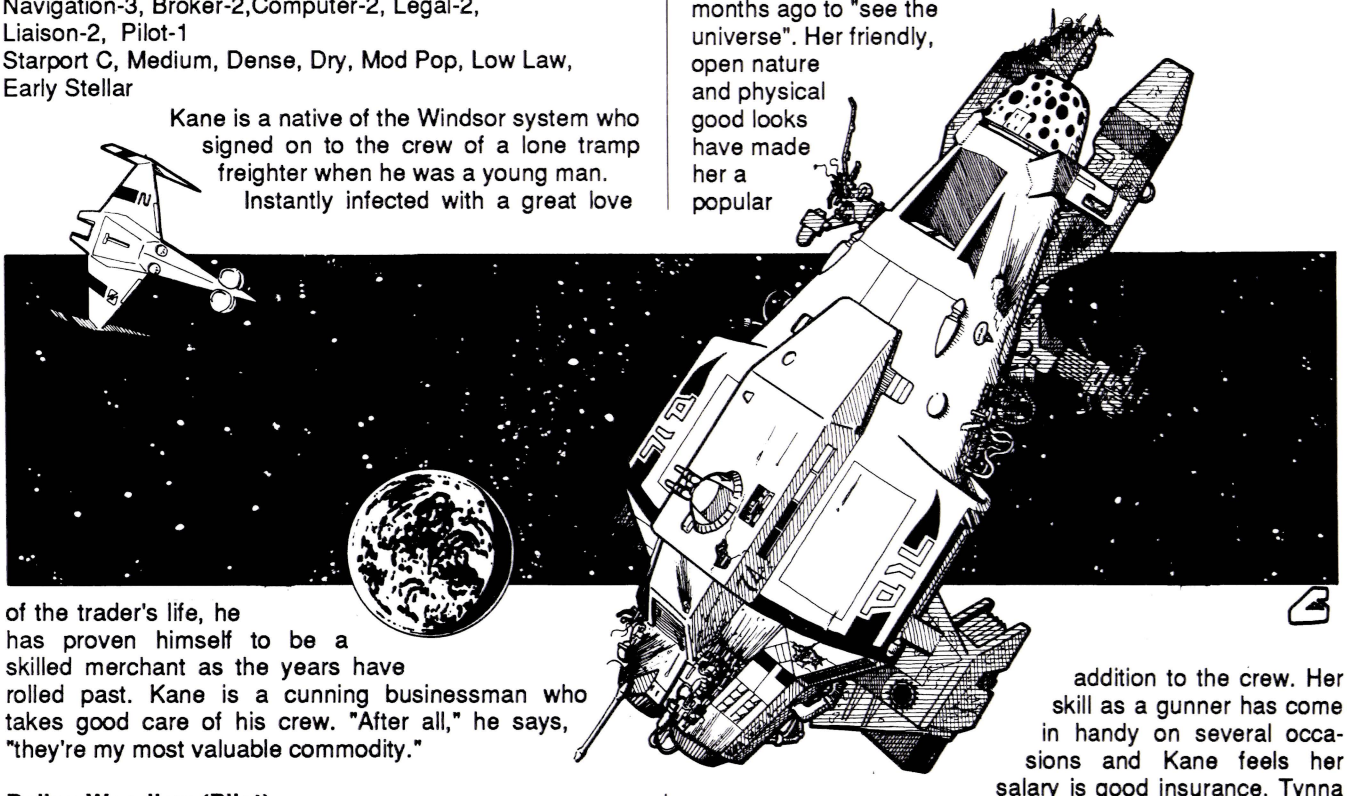
—by William W. Connors

THE CHARACTERS

The events which these adventures depict center around the crew of the Free Trader *El-ahrairah*. *Rah* is typical of other ships of its type and mounts a pair of single beam lasers for self defense. Her crew, with the exception of Drakob, are all from Glisten Subsector (Subsector O of Spinward Marches Sector). The second in a series of four **Megatraveller** adventures by William W. Connors

Kane Woodlow (Owner)
879857 Age 38 5 terms Cr75,000
Navigation-3, Broker-2,Computer-2, Legal-2,
Liaison-2, Pilot-1
Starport C, Medium, Dense, Dry, Mod Pop, Low Law,
Early Stellar

Kane is a native of the Windsor system who signed on to the crew of a lone tramp freighter when he was a young man. Instantly infected with a great love of the trader's life, he has proven himself to be a skilled merchant as the years have rolled past. Kane is a cunning businessman who takes good care of his crew. "After all," he says, "they're my most valuable commodity."



Belinn Woodlow (Pilot)
5B5746 Age 34 5 terms Cr75,000
Pilot-4, Electronics-2, Prospecting-2, Mechanical-1,
Vacc Suit-1
Starport A, Asteroid, Vacuum, Desert, High Pop, Mod Law,
Hi Stellar

Belinn is a former Belter from Glisten and the wife of Kane Woodlow. She is an attractive woman with a natural talent for starship operation. Belinn sometimes misses her life as a prospector, but is happy in her role as *Rah*'s pilot.

Dell Makkashi (Engineer)
76AA78 Age 30 4 terms Cr20,000
Engineer-3, Electronic-2, Gravitics-2, Mechanical-2,
Brawling-1, Handgun-1
Starport B, Medium, Thin, Wet, Mod Pop, Mod Law,
Average Stellar

Dell, a native of New Rome, met Kane Woodlow when they both worked aboard the trader *Blue Foxx*. They became very close. When Kane's business expertise earned him the money he needed to purchase *El-ahrairah*, it was simply assumed that Dell would be the ship's engineer. Dell is a quiet, gentle man who has always been fascinated with any type of mechanism.

Tynna Yovanne (Steward/Gunner)
6958A8 Age 24 1.5 terms Cr16,000
Gunnery-2, Steward-2,Liaison-1
Starport C, Medium, Dense, Dry, Mod Pop, Low Law,
Early Stellar

Like Kane, Tynna is originally from Windsor. She signed aboard *El-ahrairah* several months ago to "see the universe". Her friendly, open nature and physical good looks have made her a popular addition to the crew. Her skill as a gunner has come in handy on several occasions and Kane feels her salary is good insurance. Tynna is always willing to embrace new ideas and consider points of view which might be quite alien to her.

Drakob Ferassis (Medic)
65A9BB Age 46 8 terms Cr50,000
Admin-3, Medical-3, Computer-2, History-2,
Biology-1, Liaison-1
Starport C, Small, Vacuum, Desert, Low Pop, No Law,
Average Stellar

Drakob is from Arba in Lunion Subsector. He has travelled throughout the Spinward Marches, serving as a medical officer aboard numerous vessels. On the average, he has remained with each employer for only a few jumps but he feels very comfortable aboard the *Rah* and plans to stay with Kane and his crew for the near future.

INTRODUCTION

The exploits of the Free Trader *El-ahrairah* and her five crewmembers began in our last issue with the adventure "Ghost Ship". For those of you who have not read the first episode of this series, we will briefly sum up what has already happened.

The session opened on Aki/Glisten/Spinward Marches where the characters were taking on some cargo for speculation. A fleet of Aslan Ihatei colonists jumped into the system and the local government decided to attack the "intruders". It quickly became clear that Aki was outgunned as the Ihatei counterattacked the Aki fleet and planetary batteries in self-defense.

Seeing that the starport would soon fall under fire, *Rah*'s crew opted to make a run for space. In the ensuing confusion, a planetary defense battery accidentally unleashed a salvo of missiles at *Rah*. The warheads exploded around the ship just as *Rah* executed its tumble into jumpspace and escaped.

The ship misjumped, both the maneuver drive and jump drive having been damaged. When *Rah* dropped into normal space, it was in the Nirton system, an interdicted, uninhabited system of the Marches.

As the crew tried to find some escape from the system, they detected a faint radio signal which proved to be a distress signal from the starship *Sword of Arbellatra*. There was no response to attempts at communication by *Rah*.

Days of work enabled the crew of *Rah* to jury-rig a thruster system which carried them to a rendezvous with the derelict ship. They found the derelict to be a patrol cruiser which seemed to have been lost some 300 years ago.

The starship bore on its hull the symbol of a white Imperial sunburst bisected by a black, star-speckled shortsword. External and internal observations indicated that the craft had been attacked, boarded, and taken by Imperial Marines three centuries ago. Computer searches on the names found on the bodies, the *Sword of Arbellatra*, and everything else related to the derelict turned up strangely little information.

Rah's engineer came up with an idea to link parts from both *Rah* and the derelict. In this manner, it was hoped, they could make a jump out of system and return to Imperial space.

As design and construction were under way, one of the crew (Tynna Yovanne) twice saw a "ghost". As doubts about her sanity spread (those with her during these "encounters" saw nothing), the alterations were tested and finally ready to try. With this accomplished, the crew set about breaking down ice from a comet to fill their tanks.

During all of this, Tynna found herself confronted by the ghost a third (and final) time. The ghost informed Tynna that he had been the leader of the "Order of the White Star", an order of knighthood formed by Empress Arbellatra. The primary qualification for membership was the possession of psionic powers. In 824, however, the order was betrayed and attacked by Imperial Marines from the starship *Gallachi,* and most were killed in the engagement.

Sir Phaylenn (the ghost) used his special psionic power of "extension" to extend his life force past death for a time. For three centuries he waited for someone to come so he could condemn the actions of the *Gallachi* and attain some measure of justice.

When Tynna told him that they had found nothing about the order in their ship's library data and that none of them had ever heard of it, Phaylenn became outraged. Calling on Tynna to "restore the order and remove the taint which has obviously fallen on it", he faded from sight for the last time.

A few hours later the new *Rah* and its crew jumped for Walston, an Imperial client state one parsec distant.

ARRIVAL

Following a tense week in jumpspace, the two starships break into normal space at the fringes of a solar system. In-system beacons broadcast a message identifying the system as Walston/District 268/Spinward Marches.

The system is centered around a lone M5V star. It has three worlds, the outer two of which are small gas giants. The inner world is just over 8,000 kilometers in diameter, with a thin atmosphere. Like the oceans which cover 45% of the planet, the atmosphere is minutely tainted with chlorine. Although the level is so low as to cause little or no skin irritation, it does require the use of filter masks for breathing.

Computer records indicate that the population of Walston is around 3,700 and largely Vargr. As do a number of rogue Vargr states, the residents of Walston swear loyalty to Strephon and the Imperium. It quickly becomes clear, by the interception of routine communications in the system, that word of Strephon's death has not yet reached this world.

External and internal observations indicated that the craft had been attacked, and boarded.

Walston's government is listed as a civil service bureaucracy in *Rah*'s computer. As is often the case, however, this is not a wholly correct description of the society found here because of the alien aspects of Vargr cultures.

Walston supports a small starport which acts as a support stop for members of the Imperial Interstellar Scout Service on missions beyond the Imperial borders in this region. Thus, although it seldom plays host to any form of Scout ship, the class-B starport is rated as a Scout base.

Walston has only one major industry: agriculture. The planet is home to an unusual plant which, in addition to thriving in the glacial climates which dominate Walston's surface, is used offworld in the production of certain anagathics. On the average, cargo vessels leave Walston twice a year with their holds full of the plants and make the jump to Caladbolg (via Datrillian) where they sell their goods.

While the characters are digesting this information, their sensors pick up a 400-ton vessel racing toward them. Their discovery is followed by an abrupt radio message:

"Attention intruding starship! You have entered the Walston system and will stand by to be boarded and searched. Maintain absolute radio silence and do not attempt any maneuvers until instructed to do so or you will be fired upon. Repeating..."

CHALLENGE

Some two hours after the first message, a standard Imperial patrol cruiser halts some 200 meters away from them. All four of its turrets stand poised to open fire on the unusual looking craft. The ship's transponder identifies it as the *Vasksolgogh*, a Vargr word which the computer translates as *Swift Executioner.*

As soon as *Executioner* comes to a halt, laser communication is beamed at *Rah* ordering it to stand by for boarding. Again, they are ordered to maintain absolute radio silence or become the target of a few well-aimed laser blasts. If the characters consider the condition which their ship is in, they will probably not want to risk this.

If the players express a concern about piracy, the referee should make it seem obvious that this is just what is going on. After all, ordering the ship to maintain radio silence is a good way to keep them from calling for help.

Feed the paranoia of your players at this point, even though *Executioner* is anything but a pirate. If the characters try to fight, however, their turret, maneuver drive, and power plant will be shot out in short order, without serious damage to *Executioner.* Continue as below but increase the anger and brutal treatment from the captors.

BOARDING

Over the course of the next few minutes, a number of ship's troops from *Executioner* leap over to *Rah* trailing lines behind them. They secure the lines to *Rah*'s hull and signal *Executioner,* whereupon tension is applied and the two ships begin to draw nearer. Half an hour later, a boarding tube extends from *Executioner* and locks onto *Rah.*

As the troops on *Rah*'s hull return to their ship via a second airlock, the docking tube is pressurized and a half dozen Vargr troops enter it. They order the opening of *Rah*'s airlock (and will force the issue with cutting torches and explosives if pressed). Once aboard *Rah*, they sweep throughout the ship and search every possible hiding place. Their search is quite thorough and equally tactless with doors being kicked in and rooms torn apart. Any complaint is met with the barrel of a laser rifle being pushed into the objecter's face.

After an hour or more of searching, an all clear is sent back to *Executioner* and a tall figure strides proudly across the mating tube to stand before the characters. As he enters, all of the Vargr snap to attention. If any character is disrespectful in any manner he will be brutally beaten by the nearest Vargr.

Removing his helmet to reveal a proud, snarling face, the newly arrived Vargr speaks in very slightly accented Anglic. "I am Prince Agzzrgh, commander of *Swift Execution.* You are under arrest for piracy. Do not attempt to resist or you will be killed."

If any of the characters attempts to discuss the matter, Agzzrgh informs them that it is not a subject of debate. He is convinced that they know exactly why they are being arrested and will not listen to even the first word of an explanation or question.

With disgust, he turns the characters over to the boarding party and orders them to be taken to *Executioner* and confined in the brig. As they are being hustled through the docking link, they hear Agzzrgh give the order to cut this wreck free so that it can be destroyed.

Half an hour later, as the characters sit in an almost featureless room aboard *Executioner*, they watch on a display screen as their ship is destroyed by a barrage of laser fire.

CAPTIVES

The trip to Walston is not pleasant, as the characters are treated brutally by their Vargr captors. There are many threats of the "we have you at last" and "now you will answer for your crimes" variety. This, mixed with the occasional backhanded slap ought to make the characters very humble (or very furious) by the time they land on Walston.

Any attempt to escape or, if they dare, to take over the ship will be brutally crushed. Referees should draw upon the "Security Systems" section of the *Starship Operators' Manual, Vol. 1* in dealing with such actions.

Once *Executioner* arrives on Walston, the characters are transferred to a small cell where they are, if anything, treated worse than they were aboard the starship.

TRIAL

After several days in their cell, the characters are dragged through poorly illuminated hallways to a large chamber. At one end of the room is a high desk behind which sits a female Vargr. A number of guards are present to watch the characters, but there are no civilians here. Prince Agzzrgh and two of his officers are seated at a table before the desk. It is clear that this is a courtroom.

After a moment, the Vargr behind the desk speaks to the characters by way of a small translator in front of her. She identifies herself as Princess Aeoruz and explains that their fate is in her hands. Before she passes sentence on them, she explains, they will be confronted with their crimes and asked to account for their actions.

It seems that Walston has been attacked several times over the course of the last few months by a number of pirate vessels. Little is known about these craft save that each attack follows the same pattern: the ships (usually twelve) jump into the system and unleash a thick blanket of electromagnetic interference which utterly blinds the tech level 8 sensors on the planet. Walston ships move to attack the aliens and a brief skirmish ensues. After inflicting heavy losses on the Vargr ships, the pirates jump out of system.

One of the most upsetting aspects of these attacks is that they seem to have no purpose. The pirates never try to capture any of the local ships or intercept merchant shipping. It becomes fairly clear to the characters that they are about to be made into scapegoats.

The character's are given a chance to speak at this point and their story sparks Aeoruz's interest. As they finish telling her what has happened to them, Agzzrgh barks a protest. "If things are as they say," he demands, "then why did their ship bear the insignia of the pirates?"

At this, a hologram appears showing the *Sword of Arbellatra* and *Rah* as they were when the *Executioner* neared them. The image is magnified and the characters see the sword and starburst which adorned the side of *Arbellatra.* Another ship flickers into existence beside it and a similar logo is clearly displayed on it. After a second, however, the characters note a difference: the starburst on the second ship is red and looks as if it were actually a drop of blood.

The characters have a good chance of convincing Aeoruz that they are innocent and whoever has acted as the spokesman for them during the trial should attempt the following task:

To avoid conviction and execution:
Routine, Legal or Liaison, Int, 30 minutes (fateful)
*Referee:*This task represents the entire trial, hence the length of time given. The players are encouraged to try

to talk their way out of this mess before the referee lets them attempt this task.

As soon as the trial ends, an alarm siren goes off and Agzzrgh springs to his feet. Without a word, he and his officers race from the room. Aeoruz turns to face them and announces that another pirate attack is in progress. She motions to them to follow her and they enter an elevator at the other end of the hall.

Outside, the air is split by sonic booms as Walston's defenders race skyward to engage their enemies.

BLACKOUT

When the doors to the lift open again the characters step into a small command center. From here, they watch status screens which monitor a dozen fighters and two patrol cruisers. One by one, they move away from the planet. On a large screen, twelve blips mark the pirate fleet. One of the controllers reports that all craft are away.

At this point, the characters may notice that three of the fighters are still listed as grounded. If they ask, they will find that the pilots of those craft are unable to fly due to injuries from the last attack. Because of past battles, they have no relief pilots, so those craft must remain grounded.

At this point, Kane and Belinn can volunteer to take the craft up and join the defenders in their battle against the pirates. If they do (and the referee should make certain that they do, suggesting this as proof of innocence, a way of currying favor, etc., if necessary), they will gain a great deal of charisma in the eyes of their "hosts".

Kane and his wife will be suited up quickly and shown to their craft. Although they have been maintained as well as Walston's technology allows, the fighters are in bad shape. In addition, they are configured for Vargr pilots and are cramped for human beings. All in all, these things add up to an increase in difficulty of one level on any tasks attempted by the two humans while they fly these craft.

If the group has not been able to convince the Vargr of their innocence, Kane and Belinn will be allowed to take the fighters once it is explained to them that their companions will be killed if they attempt treachery.

As the other members of the crew watch the couple lift off, a thick blanket of jamming shuts down all of the sensors in Aeoruz's control room. "That's it," she laments, "we'll be out of contact now until the attack is over..."

LAST ONE IN . . .

Kane and Belinn are hurtling forward at full thrust when their sensors are hit with the ECM field. They will be unable to contact the rest of the fleet or the planet for some time. Even short range communication between the two of them is broken by static.

Kane's experience in navigation includes a familiarity with sensors and he catches a faint reading on one of his sensors. He can attempt the following task to investigate further:

To break through the pirate ECM briefly:
Difficult, Sensor Operations, Int, 1 minute (uncertain)
Referee: This task can also be used to attempt contact the fleet or with those on Walston. It is not increased in difficulty because of the Vargr design of the ships.
No Truth: Kane cannot learn anything about the blip.
Some Truth: Kane detects a ship heading toward Walston.
Total Truth: Kane identifies the ship as a pirate and determines that it has broken away from the rest of the battle and is not being challenged in any way.

Kane and Belinn will want to alter course and attempt an intercept with the pirate, no doubt. It could, after all, be headed to destroy the command center (and their friends). After a few moments of calculation, Kane determines that he cannot reach the ship before it reaches Walston, but that cannot be helped. Whatever the intent of this ship, it may be too late for them to stop it, but they must try.

HIDE AND SEEK

When Kane and his wife return to Walston orbit, they must attempt to break through the ECM again if they are to locate the pirate vessel. Use the same task that you did in the last section to resolve this, with the following results:

No Truth: There is no sign of the pirate ship.
Some Truth: The pirate is not in orbit and has either jumped or landed on the surface of Walston.
Total Truth: The pirate has landed on the surface of Walston some 1,000 kilometers from the city where the trial took place. It does not seem to be taking any action.

The crew will detonate the fusion core before they allow their ship to be taken

The ship rests on an ice field in a valley between two glaciers, with a dense cluster of native plants. There is a small base dug into the side of one of the glaciers and crates are being carried from it into the hold of the pirate ship. This region of the planet is so unexplored that the base may have been here for some time without having been discovered.

In actuality, although the players will not be aware of it, the materials which the pirates are smuggling are useful in the creation of a wide variety of psi-drugs.

Once Kane and Belinn have located the pirate ship, they are free to attack it from above. There can be little doubt as to the outcome of such an attack, as the fast moving fighters will be able to strike at the unmoving craft with virtual impunity. Although the fighters may take some damage, they should not be shot down and the pirate craft will be utterly destroyed. The pirate crew will detonate the fusion core before they allow their ship to be taken by the locals.

AFTERMATH

A few hours after the destruction of the pirate ship, the other intruders break off their attack and jump out of system. As soon as they vanish, the jamming ceases and contact can be made with the fleet.

When Agzzrgh is informed of the actions of the characters he will be quick to thank them and, although he says nothing of it, reconsider his earlier actions. He orders the preparation of an expedition to the pirate base which he will lead upon his return.

As information flows in, it becomes clear that the battle has not gone well. Half of Walston's remaining fighters have been destroyed and *Swift Executioner*'s sister ship *Sudden Justice* has been so badly damaged that it is beyond the abilities of the local engineers to repair.

EXPEDITION

The destruction of the pirate ship has damaged the facility, but there is enough left for some observations to be made. A survey of the base reveals that it was an agricultural processing plant. It seems that the plants being handled were similar to those processed by the Vargr, but not identical. The Vargr know of no value in these plants.

Bodies found in the area show the crew of the pirate ship to have been human, although their exact race (i.e., Vilani, Solomani, and so on) can not be determined. The fragments of machinery involved seem to be of non-Imperial manufacture, but again, no specifics can be ascertained.

PRINCE AGZZRGH

When the expedition returns from the pirate base, the characters find themselves treated with more respect while the Vargr rush in and out of meetings for several days. It is obvious that something is up, but they can find nothing to indicate what it might be. Finally, on the fifth day after the pirate attack, they are called before Princess Aeoruz and Prince Agzzrgh.

She explains that her brother is going to undertake a mission to meet with Archduke Norris. During this encounter, he will re-affirm Walston's support for the Iridium Throne and ask for craft to aid in their battle against the pirates.

Agzzrgh plans to take the *Executioner* to Caladbolg and then transfer to a commercial or military craft for the rest of his voyage to meet with Norris. In order to keep as many of the Vargr warriors on Walston as possible, she would like the characters to travel with Agzzrgh.

In exchange for their co-operation, Aeoruz will send with them a shipment of processed agricultural goods which they can sell on Caladbolg. The income from this transaction will be their payment for escorting Agzzrgh into the Imperial borders.

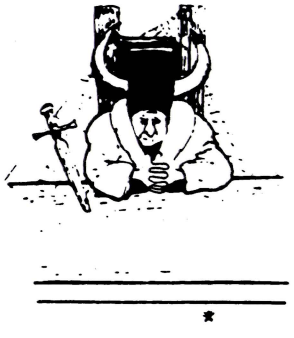
Kane's experience as a broker ought to make it possible for him to turn a good profit on the deal. The cargo identification for the material is "B-9 Ni Lo Cr6,900" and the ship can hold 50 containers of it, each of which holds 13.5 kiloliters. As a minimum, Kane ought to be able to get Cr500,000 for it.

JUMPSPACE

Less than a day later, *Swift Executioner* pulls away from Walston and begins to make her way toward a safe jump point. With each of the characters stationed where he can be of the most use, Agzzrgh bids his sister a last farewell via the radio link and gives the order to jump.

The stars fade to gray and Walston is gone.

To be continued next issue...



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MegaTraveller Orientation for New Players

BEGINNER'S LUCK

—by Joe D. Fugate Sr.

Not everyone who reads the Digest *has been playing* **Traveller** *for years. Starting with this issue, we present a column especially for the new player. For you old timers, we hope this material proves useful for bringing the newer players in your group up to speed.*

At times we have a new player come to a playtest session here at DGP, sometimes knowing little or nothing about **MegaTraveller**. To orient those new players, we provide a brief overview of the game background and rules. Here, in essence, is the overview we give a new player.

BACKGROUND

MegaTraveller is set circa 5700 AD in our spiral arm of the galaxy. The Imperium, a huge, human-dominated star empire, encompasses a region roughly 500 light-years across. There have been two other now defunct "Imperiums" in this region of space in the last 10,000 years. The current Imperium is the third such vast interstellar empire.

The Third Imperium begins its dating system from its founding. The current date is circa 1120 — that is, the eleven hundred and twentieth year of the Third Imperium.

Many worlds exist in this region of space with *native* human populations. The current theory is that a mysterious race known as the "Ancients" transported humans from Terra and spread them among the stars. Why they did this is unknown. It is known, however, that the Ancients also transported Terran canines to other worlds, and in fact genetically manipulated them into an upright, intelligent species known as the Vargr.

The mode of interstellar travel is called *jump drive*. Starship jump drives are measured by their ability to jump various distances in parsecs (1 parsec = 3.26 light years). Jump-1 (the most common) can travel one parsec, while jump-6 (the greatest jump range available) can travel six parsecs. A trip through jumpspace takes about one week, regardless of the distance travelled.

Since radio communication is still limited to the speed of light, sending messages via a jump-capable starship is faster than radio. Ironically, this means communication is now limited to the speed of tranportation, creating a sort of high-tech Pony Express environment for sending messages.

Aliens are classified according to whether or not they discovered jump drive on their own. Major races (including three different human races, each from a different world) discovered jump drive on their own. Minor races were given jump drive by another race.

The Imperium is bordered by several empires of other major races.

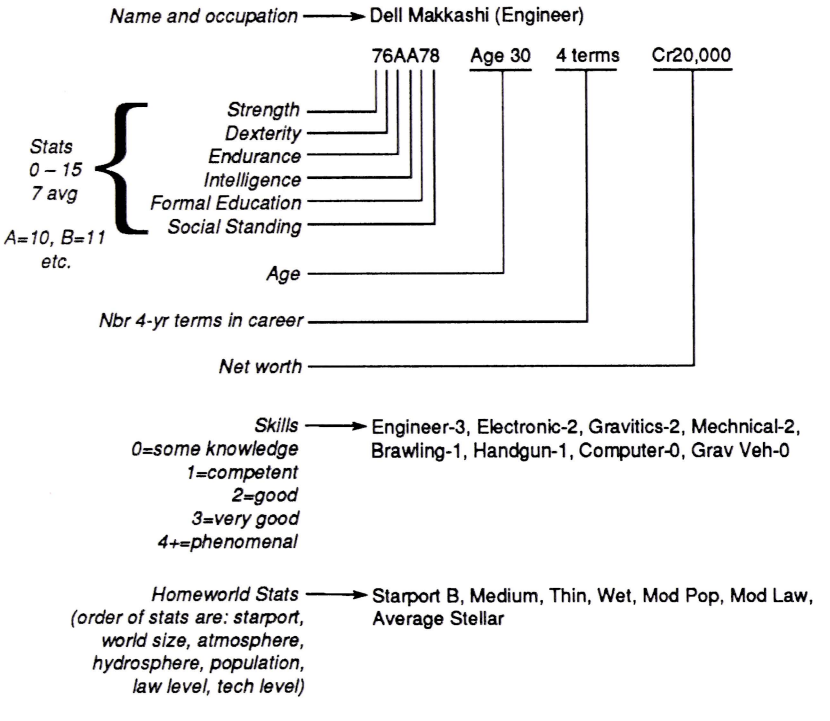

Figure 1.

Psionics (ESP practices) are illegal in the modern Imperium. In the 800s (about 300 years ago), a major movement in the Imperium — known as the Psionic Suppressions — eliminated psionics as an open practice. The average Imperial citizen hates and fears psionics. As a result, the Zhodani (a psionic major race) are enemies of the Imperium.

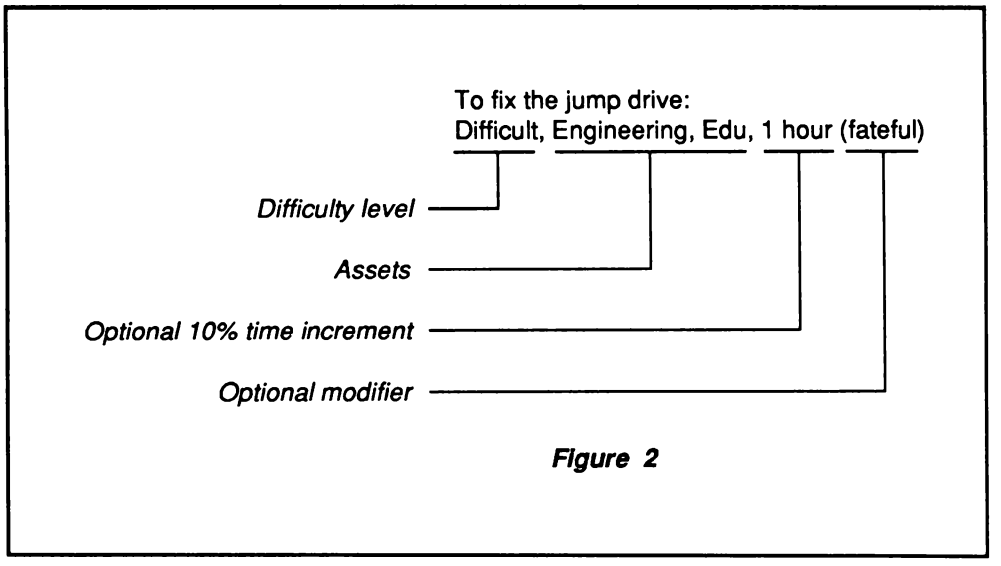

Figure 2

GAME RULES OVERVIEW

In order to play **MegaTraveller** as a player, you need to be aware of only two areas of the game rules: character stats, and tasks. These are covered below:

All character stats are presented as shown in Figure 1.

Values for homeworld stats are:

Starports: A (best), B, C, D, E (worst), X (none).
Size: Large (Earth), Medium (Mars), Small (moon), Asteroid.
Atmoshpere: None, Thin, Standard (Earth), Dense, Exotic (Venus or Titan).
Hydrosphere: Desert (Mars), Dry, Wet (Earth), Waterworld.
Population: None, Low (thousands), Mod (millions), High (billions).
Law: None, Low (no nasty weapons), Mod (no guns), High (no weapons), Extreme (total invasion of privacy).
Tech levels: Pre-industrial (stone age to internal combustion engines).
Industrial (nuclear power, miniature electronics).
Pre-Stellar (pocket super computers, interplanetary travel).
Early Stellar (fusion, anti-gravity, early star travel).
Average Stellar (computer artificial intelligence, robots, large starships, terraforming).
High Stellar (antigrav cities, convincing human robots, age-retarding medicines, massive starships).

TASKS

All **MegaTraveller** rules are based on the task system. A task is always presented in the format shown in Figure 2.

When a player attempts a task, he rolls two six-sided dice (2D).

Difficulty levels:
Simple (3+)
Routine (7+)
Difficult (11+)
Formidable (15+)
Impossible (19+)

Assets: Any one or two skills or character stats as appropriate.

The following are optional additions to a task specification:

Time Increment: Ten percent of the average time the task takes. In the above example, the task takes 10 hours on the average. The character's actual task attempt may take more or less time, depending on how well he does.

Modifiers: ***unskilled OK*** (don't dock the character for no skill).
fateful (mishap guaranteed on failure).
hazardous (bad result likely if a mishap does occur).
uncertain (results of the task may not be reliable).

If the player wishes, he may tell the referee this task attempt is either a hasty or a cautious attempt. The effects are as follows:

Hasty attempt: Cuts down the time, but increases task difficulty.

Cautious attempt: If the character can stay determined (a preliminary task), the given task gets simpler, but time to complete the task increases.

Consider yourself oriented!•

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WHITE WOLF
MAGAZINE

Daibei Sector

LIBRARY DATA OF THE SECTOR

—by Nancy Parker and Aleatha Parker

Edge	Alun	Standish	Iingar
Woomera	Outback	Amdani	Conda
Zhemi	Mulaar	Dudin	Cruxway
Gaalorn	Hermes	Narya	Orvon

Daibei: Subsector Key

805-111 (3225 X736988-7): Red Zone. People of 805-111 consider violence to be the primary means of settling differences. While nominally unified, the planet is "governed" by a shifting panorama of cliques, gangs, private armies, and strongmen. It seems the constituted government changes with every coup.

Locals fight anyone anytime, with or without any notice given. Offworlders rarely have a chance of avoiding all the possible offenses that could get them killed, so the Travellers' Aid Society posts warnings and the Imperial Navy enforces them.

Flamme/Cruxway (2729 E546451-A): An intense work ethic dominates the culture of Flamme. From childhood the citizens are raised to spend their time in useful activity. There is little leisure industry on the world. One who for some reason cannot work considers himself so useless that he will often commit suicide or leave the planet to escape the shame.

Gershunas/Zhemi (0728 C352675-9): While the many countries of Gershunas differ in philosophy and culture, they share one common attitude: time is unimportant. Appointments are flexible, work is unhurried — the concept of "deadline" has no direct translation in any local language.

Local planetary conditions seem to contribute to this attitude. The small world is almost tidally locked, rotating very slowly near its large, dim star. Day and night bear no relation to human circadian cycles, so they are ignored. To the locals, things get done only when they must.

Because of the locals' lackadaisical attitude, many starship captains experience numerous delays when loading cargo on Gershunas. Offworld visitors must come prepared to deal with a lack of schedule. Still, some people come to Gershunas deliberately: the locals' lack of schedule often aids in recuperating from stress-related illnesses.

A common expression heard in the Zhemi subsector sums it up well: "For the uptight executive, a year's sabbatical on Gershunas will either do wonders to calm him — or drive him insane with frustration."

Gilden/Amdani (2415 A331400-F): Gilden's people are divided into 17 clans with assigned territories which were agreed upon early in the world's colonization history. This gives each clan control of certain resources and industries as well as such agriculture as can be managed on a near-desert world.

The children are raised collectively by the clan after about age 3, and are trained to work in one of the clan specialties. Interclan marriage is possible, but not common — when it does occur, the woman joins the man's clan and is retrained for a new duty.

Gilden was colonized by refugees from Wagnild who fled during Wagnild's human genetic experiments. Wagnild's experiments eventually proved to have many negative side effects. Difficulties in dealing with or accepting the "artificials" (as they were called by the locals) lead many "naturals" (another local term) to relocate to Gilden.

Genetics became a proscribed science on Wagnild and a taboo on Gilden. Still, for all their advanced technology, Gildenites have largely ignored the perils of inbreeding. An increasing percentage of birth defects has been bringing down the working population significantly in the last few decades.

Effort being made by some clans to encourage cross-clan marriages are resisted by other clans. One stubborn clan has dwindled to a mere 200 individuals because many of their children have died, and most of their women have gone to other groups to marry.

Haden/Zhemi (0830 X66A630-6): Red Zone. A few hundred sea-faring ship captains rule the three million inhabitants of Haden's islands. They hunt the gatuf (a local sea creature) for its valuable oil, which is the planet's prime source of fuel. The sea captains are also the only ones who can fight off the tarmo, a savage deep-sea creature that often lurks near beaches, attacking beach walkers, swimmers, and boats.

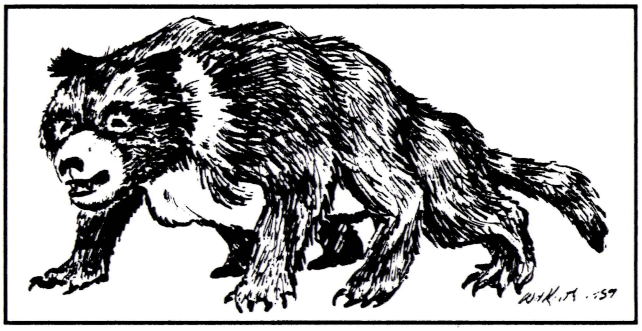
Before this world was declared a red zone, naive offworlders would visit Haden, only to disappear from the island beaches with shocking regularity. Only a shred of clothing or other belongings near tell-tale tarmo marks on the beach would testify to their fate. The local sea captains forbade further landings and dismantled the rudimentary starport. They requested the Travellers' Aid Society to classify the world a red zone.

The council of sea captains is the only constituted authority on the planet; when they are away at sea the islands are without leadership. Orderly behavior is necessary to counteract the threats of this environment, so even when the captains are away at sea, society remains organized and structured.

Harp plant: This flowering plant is native to Chemi (2530 C888413-9), a world owned by Indec Corporation, a well-known manufacturer of pharmaceuticals in Daibei. The plant's method of attracting pollinating insects is by sound rather than scent or color.

The fine strands stretched between its upright stems vibrate in the wind, at a pitch which attracts native insects. When the insect responds, it makes a meal of the harp plant's pollen as well as spreading it around.

The sap of the harp plant is used by Indec Corporation as a base for many of their antiviral and antifungal drugs.



Krimm: The krimm is a native of Brewin, a beautiful but deadly world in the Hermes subsector. Several other predators make this world a dangerous challenge for hunters and explorers, but many consider the krimm to be one of the most ferocious.

A carnivore/chaser, the krimm resembles a Vilani ashurgarsh or a Terran bear, but is generally smaller and faster. Its claws and fangs enable it to pull down animals much larger than itself, and it is known to kill even when not hungry or threatened. Krimm fur is highly valued in the subsector, but for obvious reasons, it is also rare.

Mater/Amdani (1819 E766300-8): Mater was colonized by an ecology-minded group from Corve (1729 E472ABA-B) who felt that technology had utterly ruined their home planet. They sought a Terran-like planet on which to return to what they call "man's natural state — a hunter-gatherer society with no high technology". This return was carefully planned and researched, including ideal population densities and control mechanisms. The most advanced items now seen on the planet are tech level 8 implements, fashioned from native metals. Only items that "spare the environment rather than polluting it" (such as solar reflectors) are allowed.

Starships may land on Mater if their crews do no harm to the ecology while they are there. There is little to trade, and the inhabitants may or may not be nearby because of their semi-nomadic lifestyle.

Offworlders who have lived with the Matrans say that the locals live well, and are able to provide for themselves with minimal effort each day. The planet offers an excellent variety of both plants and animals which can be hunted.

Others may be shocked by the locals' "deprivation". The Matrans seem quite content with their chosen lot, however.

Tumblespider: The tumblespider is native to Amarsi/Dudin (2121). An adult measures about 0.5 m in diameter, and weighs perhaps 0.1 kg. It strongly resembles a small, twiggy bush, and blows across the plains of this relatively dry world. The tumblespider exudes a pleasing smell to attract insects, which it then grabs out of the air with its sticklike arms.

During Amarsi's equinoctial storms, the spider is blown about violently, dropping its eggs as it goes. The seasonal snows cover the eggs and insulate them until spring, when they hatch. The dead bodies of the adult tumblespiders litter the winter landscape, sometimes blowing into drifts several meters wide.

Tumblespiders have been imported to other worlds as a natural insect control mechanism. Tumblespiders are harmless and even make good pets. The natives of Amarsi regard tumblespiders as "good spirits." Among the locals, the saying "helpful as a tumblespider" is popular.

Vaal/Zhemi (0624 D497779-8): Though listed as an agricultural planet, Vaal also has some of the richest lanthanum deposits in the sector. So rich in heavy metals is this small planet that its volcanoes exhale lead oxides regularly, tainting the dense atmosphere. A few plants have adapted themselves to remove this taint and make metabolic use of it. These few are, of course, not edible by the human populace.

The lanthanum deposits make this planet an attractive target for Solomani expansion. The Naval base at Sotfo has kept a close eye on the system and its near neighbors.

Wagnild/Amdani (2214 C435687-B): At about the time of the Sylean Federation, geneticists on Wagnild were sufficiently confident of their abilities to attempt major genetic experiments on humans. By altering sperm and egg cells, they brought about the births of babies with supposedly enhanced senses, stronger immune systems, higher IQs, more efficient metabolisms, stronger bones, and so on. Most of these "super" children were born to carefully-selected donor parents. Unfortunately, many were raised to be quite aware of their "improvements."

By the time a number of the "artificial" children reached young adulthood, resentment and alarm among the "natural" population had increased. The "artificials" posed an ominous threat. The appointment of several "artificials" to high office (in defiance of age limits, in some cases) was the final insult. A number of the "naturals" boarded ships for new worlds.

Ironically, few of the improvements can be traced today. Some of the improvements had side effects the geneticists had not expected. A high percentage of those born with super senses eventually suffered mental breakdowns in their early adult life, apparently from sensory overload.

The high IQs lasted a few generations before returning to a more normal distribution. The improved immune systems caused women to miscarry nearly 80% of their embryos, so that many of the new traits could not be passed on at all.

The social upheavals did point out the folly of separatism. The enhanced "artificials" made efforts to fit back into ordinary society, so that now many Wagnilder "naturals" carry a few of those improved genes. The most common surviving trait is metabolic efficiency. An average Wagnilder lives on about 25 percent less food than most humans.•

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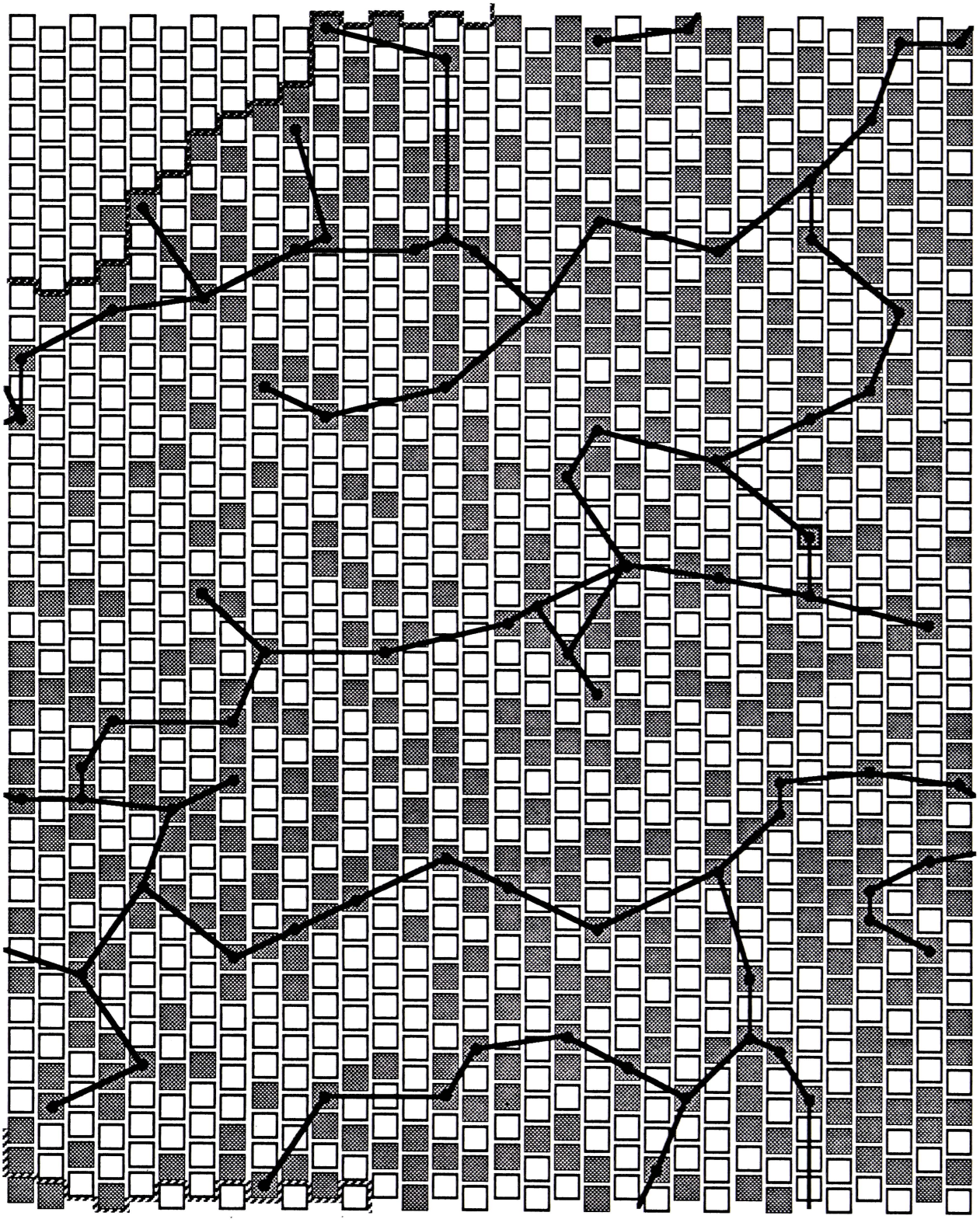


Xboat Routes of Daibei Sector

HERMES SUBSECTOR

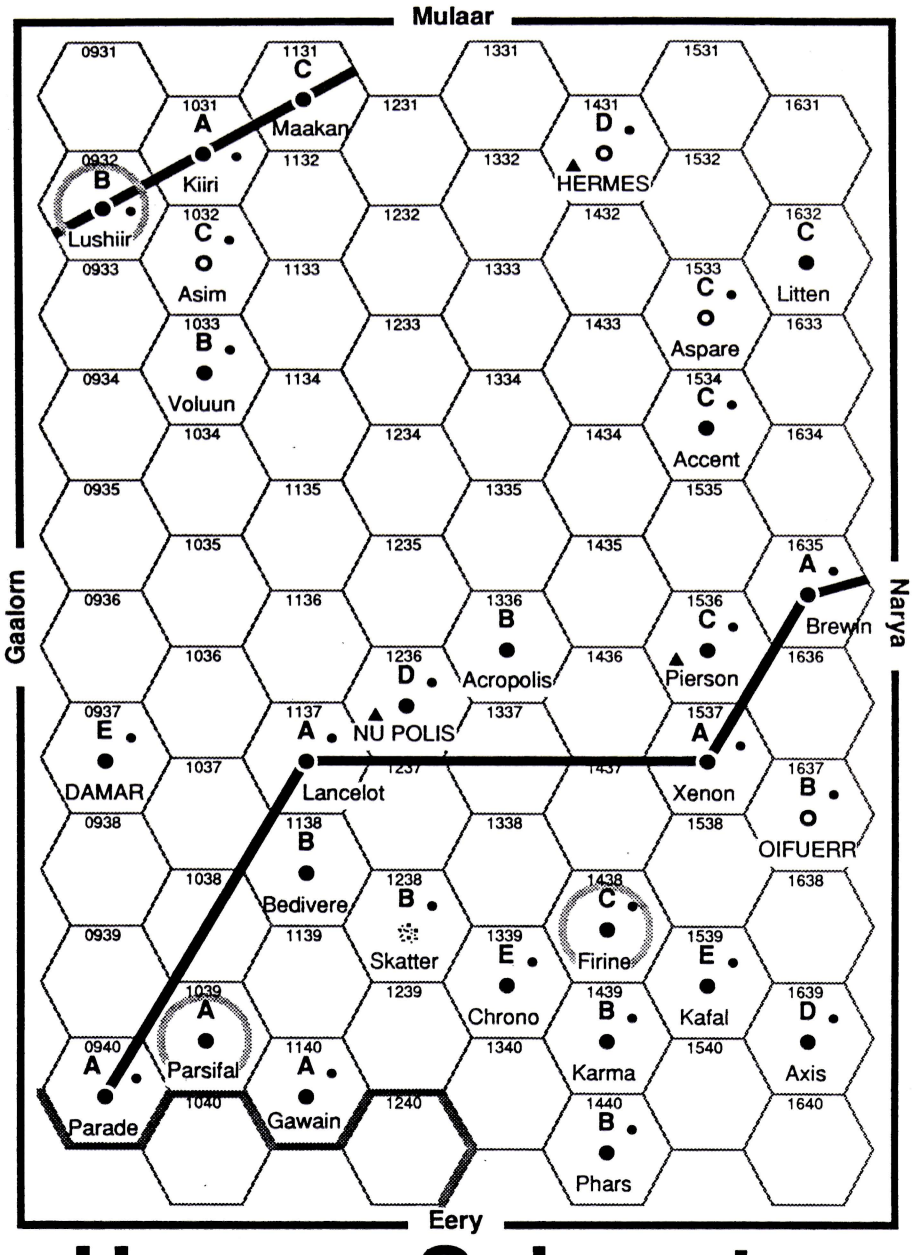
The Hermes subsector (subsector N of Daibei) was extensively colonized during the Rule of Man.

Centuries ago vast lanthanum deposits were found deep in Oifuerr's crust. Today, Oifuerr is heavily industrialized as mining of these deposits continues unabated.

Nearby Xenon, Brewin, Lancelot, and Parade all do significant business in starship construction.The shipyards at Brewin, Lancelot, and Parade depend heavily on high-tech robots to do the bulk of the construction.

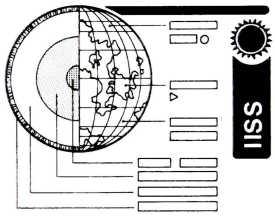
Name	*Location*	*UPP*	*Bases*	*Classifications*	*Zn*	*Data*	*Al*	*Stellar*
Lushiir	0932	B5A16A7-B		Ni Xb	A	103	Im	A0 V
Damar	0937	E9A69A9-A		Hi		404	So	M3 V
Parade	0940	A4458AA-F		Xb		413	So	M2 V
Kiiri	1031	A669300-F		Ni Xb		504	Im	M7 V M6 D
Asim	1032	C100311-C		Ni Va		801	Im	G3 V
Voluun	1033	B879831-C				412	Im	K6 VI M7 D
Parsifal	1039	A66A696-E		Ni Ri Wa	A	400	So	K8 III M4 VI
Maakan	1131	C57288D-A		Xb		100	Im	M3 V
Lancelot	1137	A335336-F		Ni Xb		613	So	M3 V M8 D
Bedivere	1138	B456445-D		Ni		100	So	M3 V
Gawain	1140	A979201-F		Ni		505	So	M6 V M6 D
Nu Polis	1236	D624979-B	S	Hi In		204	Im	M1 V
Skatter	1238	B000669-F		Ni As Na O:1137		313	Im	A5 V
Acropolis	1336	B88856A-C		Ni Ag		500	Im	K0 V
Chrono	1339	E543563-8		C5 Ni Po		525	Im	A4 II
Hermes	1431	D100ABA-F	S	Hi In Va Na		432	Im	G6 II M6 D
Firine	1438	C6A2121-B		Ni	A	204	Im	G4 D M3 D
Karma	1439	B373320-D		D2 Ni		403	Im	K7 IV
Phars	1440	BA69644-B		Ni Ri		732	Im	K3 V M5 D
Aspare	1533	C100214-D		Ni Va		303	Im	K6 V M8 D
Accent	1534	C441523-A		Ni Po		401	Im	K3 V
Pierson	1536	C265379-C	S	Ni		601	Im	G3 V
Xenon	1537	AAD2357-F		Ni Xb		604	Im	M0 V
Kafal	1539	E548351-8		Ni		802	Im	K7 V
Litten	1632	C447320-B		Ni		200	Im	F7 V
Brewin	1635	A784200-F		Ni Xb		814	Im	M7 V
Oifuerr	1637	B210AD9-F		Hi In Na		603	Im	M4 V
Axis	1639	D434212-A		Ni		322	Im	A2 V

The Hermes subsector contains 28 worlds with a total population of 118.069 billion. The highest tech level is F at Parade, Kiiri, Lancelot, Gawain, Skatter, Hermes, Xenon, Brewin, and Oifuerr. The data column lists the population multiple, number of planetoid belts, and number of gas giants. Key: Cx=Sector capital. Xb=Xboat station. O:=Owner.



Hermes Subsector

Subsector N of Daibei



The Glisten System

A TRAVELLER'S OVERVIEW
—by Robert Parker

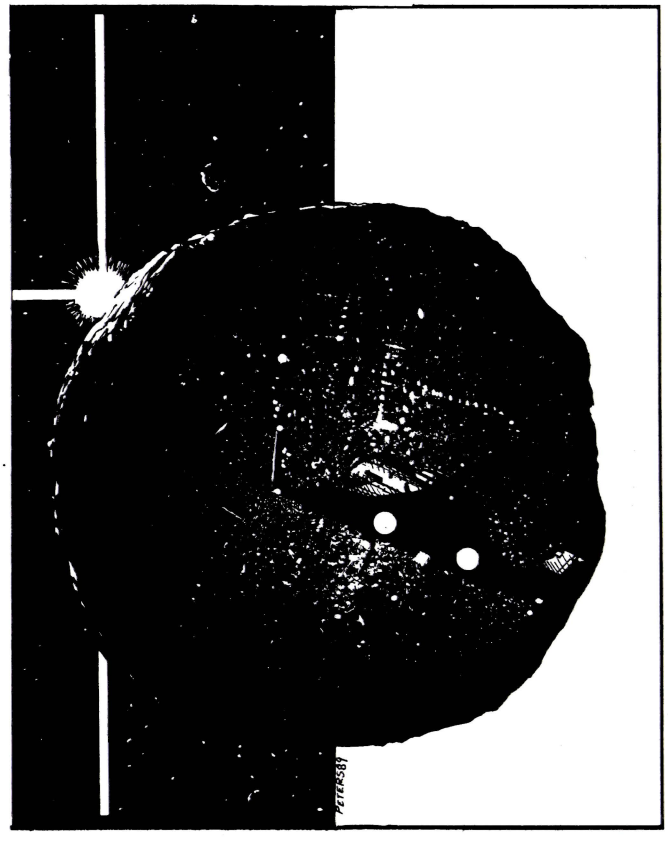
Glisten is the main inhabited planetoid and the primary city in the Gliss system, located in Glisten Subsector of Spinward Marches Sector. The information in this survey is based on current data obtained from the Glisten Base of the Imperial Interstellar Scout Service and the Glisten Institute of Planetological Studies.

GENERAL SYSTEM DATA

Glisten/Glisten/Spinward Marches (2036 A000986-F) is the innermost of two asteroid belts which orbit Gliss, a K9V main sequence star. The general term Glisten is used to refer to the major inhabited asteroid clusters in the inner belt. Glisten City refers to the leading inhabited asteroid group in the belt's most populated region.

In addition to the two asteroid belts, there is one gas giant, Farat, with 16 moons, all of which are less than 100 km in diameter. Two of the moons have fueling stations, three of the moons have research bases, and one moon has a small city.

Newton C, the innermost moon, has a research station devoted to the study of Farat's emitted radiation and its radiation belts. Tand, the second moon out, has both a research base and a fueling station. Warren, a city of about 50,000 on the fourth moon, serves both as the home of the third research base, and the homes of the personnel from all three research bases, providing support and recreation. The second fueling station is on Farat XVI, the outermost moon.



PHYSICAL DATA

Glisten (the belt) is outside the habitable zone of its star, Gliss. But, because the major settlements in the belt consist of entirely enclosed settlements that supply their own heat and sunlight with fusion, this makes very little difference.

Glisten City is one central 400 km asteroid tied to four other asteroids via tubes, cables, and grav plates. Each of these asteroids forms a borough in itself with at least two of the asteroids containing more than one borough. The total conglomeration, Glisten City (also called the Glisten group), forms a tetrahedron, with the main asteroid in the middle.

Although the outside mean base temperature is -75°C, inside there are no seasons nor real "days". The inhabitants use a metric day (ten hours of 100 minutes each, 100 seconds to the minute). Six Glisten days equal about 7 standard days.

In most business districts of Glisten City, the gravity is kept at a constant 0.9 gees, with some variations in recreational facilities and in residential sites. For example, low-grav discotheques and stage presentations serve as popular tourist attractions. Doctors also prefer lowered gravity as treatment for certain ailments of the circulation and spinal column, while athletic and military trainers often need increased gravity.

OTHER WORLDS AND COMMUNITIES

Many communities exist throughout the two asteroid belts. Also present are the Navy installation, the Scout base, and the Glisten Institute of Planetological Studies, all of which are near Glisten City.

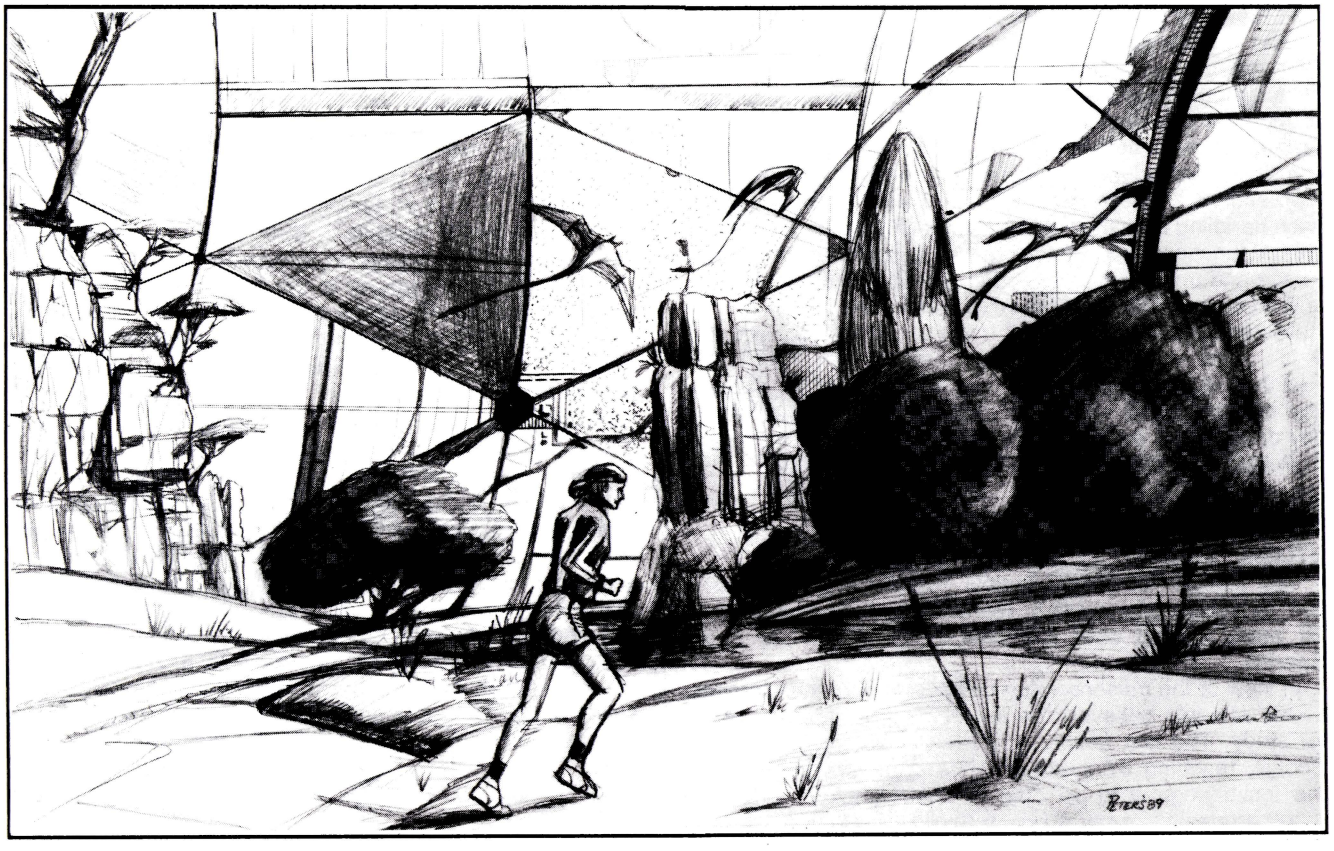
Glisten City also serves as the government and corporate administrative center. Pluvis group (pop. 982 million), the home of the Bilstein Shipyards, is the hub of spacecraft manufacture in the system. Therak and Erom (953 million and 673 million, respectively) house the primary mining and refining districts. Heavy manufacturing is found in the Mistar group, Erom, and Namdet group, with lighter work done in Warem group, Alea, and Thacen group. Gro'un is the diplomatic and trade district, Anta is a garrison town, and Chun group is the hedonist's delight. Huge farms are found in Alea, Ensu, Thacen group, and Vedfor group, but each asteroid has gardens used for air recycling.

Although this is an asteroid system, there is so much agriculture that 80% of Glisten's food consumption comes from in-system. Were a disaster to close off all out-system traffic, Glisten could actually be self-supporting, though with nowhere near the variety the populace now enjoys.

There are two high points in the plant growing capability of Glisten: one is the planetary sample modules at the Glisten Institute of Planetological Studies (see below), the other is the Cloras Botanical Garden. Though a private garden, the botanical garden is open to the public and is justly famed throughout the Spinward Marches. Nothing of this size or variety is available elsewhere in this sector except on larger planets.

CULTURAL PROFILE

Glisten has a culture that is progressive, dynamic, and very tolerant of differing cultural mores and styles. On few worlds do aliens and off-world humans alike feel so at ease. While the locals freely tolerate oddities, Glistenites do not cater to demanding eccentrics.



The typical Glistenite forms strong friendships and helps when friends or acquaintances are in trouble. There are many varieties of family structure, but all seem to work well.

Most businesses run around the clock, operated in shifts by workers who set their own body rhythms to a given worktime. The major exception is the diplomatic sector, which runs a five (Glistenite)-hour workday.

Artists and musicians of Glisten are famed throughout the Imperium and the surrounding political units as well. Ensu caters especially to artistic individuals such as perfumers, painters, holographers, sculptors, and musicians.

Dress standards vary wildly across the Glisten system. Some people, especially miners, are paranoid to the point of constantly wearing skintight tailored vacc suits and slung helmets at all times. Others are more dignified, with the diplomatic corps on Gro'un taking this to the extreme. The artists and musicians of Ensu are flamboyant both in the color and cut of their clothing. In tourist trap Chun, anything goes.

Glisten is one of the rare places in which formal courtesy between the sexes has returned to being a high art form while equality in work, leisure, and respect has remained a given.

TECHNOLOGICAL PROFILE

The Glisten system is often on the forefront of technology. This is especially true of science and education but also shows up in the sophontologies or humanities.

In a way, this is appropriate, as Glisten could not have been colonized without a high level of technology, let alone brought to the level of comfort and social importance that it enjoys today. Besides, resources for high-tech industries are one of the major reasons for colonizing in the first place, and the odds are weighted toward Glisten developing and maintaining a high technological milieu.

At a recent sector conference of metallurgists, two of the top five honored were from Glisten. A Glisten degree in planetology is a sure ticket to a good job anywhere in the subsector. Glisten roboticists are in equal demand.

The one exception to this cutting edge capability is in the area of communications. Inhabitants of Glisten do not have to fight the problems of atmospheric/ionospheric interference, so communications technology has been excellent but has not kept pace with technology in other fields.

HISTORY

The Gliss system was first surveyed in 306 by an independent team working out of Tirem. The system was largely ignored, except as a source of scoopable fuel, for the next 75 years. In 382, lanthanum and other rare metals were discovered in the system's inner belt.

Shortly thereafter, the Naval and Scout services mounted a joint operation to build independent but cooperating bases around Gliss. The star's central location in an extreme frontier area made it an important and strategic base.

Originally, the settlements in the Gliss system were numbered in order of formation. GlissOne was a mere outpost, GlissTwo was a refining town and starport, and so on. GlissTen gradually became the most important of the cities and its name, simplified, eventually became the system name.

The original government was military and corporate, but the population grew rapidly and diversified to the point of demanding independence. In 602 the First Constitutional Convention was held in GlissTen, and a civil service bureaucracy was set up.

At first a single council was set up to handle all governmental functions. But the continually growing population soon overburdened this council and delays grew to horrendous proportions. Several planetoid clusters rebelled and set up their own governments in 765, and 20 years of negotiations followed before the Second Constitutional Convention was called with all inhabitants of the system represented. The solution was to create many councils, each handling an astrographic district of the belt. All governmental functions are covered by this council for that district. Peace and unity were restored in 798 under the new setup, and no major unrest has occurred since then.

Glisten is a major center of trade and diplomacy with the Aslan and small independent nations in the Trojan Reaches. It serves as the major staging ground for exploration of District 268. An important secondary archive of survey data, library entries, and land-ownership records for the Spinward Marches is likewise here in the Glisten belt.

GLISTEN INSTITUTE OF PLANETOLOGICAL STUDIES (GLIPS)

The Institute of Planetological Studies was founded in 630 by Pirtlud Likaar (IISS, retired). Likaar had more than 25 years of field work in planetary studies in the Scout Service.

In view of the mushrooming development of the Marches, Likaar strongly believed the sector needed its own center for study. The first faculty consisted of 15 Scouts and ex-Scouts, teaching 87 students. Before Likaar died, he saw the Institute grow to 391 faculty members and well over 4,000 students. Today it boasts well over 30,000 teaching professors, over 7,000 research fellows, and a student body of three-quarters of a million.

GLIPS is presently run by Groll Likaar, a twentieth-generation descendant of the founder. In the tradition of his ancestor, Groll Likaar spent years working with the IISS as a Scout and later as a civilian consultant from the EMS photographic interpretation research department at GLIPS.

The main campus of GLIPS is in Was-hin, a 150 km asteroid placed in orbit near Glisten City in the early 700s. The planetary sample ecologies are housed individually in small asteroids nearby. Over 100 varieties of climate, atmosphere, and gravity are represented, with samples from several worlds in each group, sealed off from one another.

Each sample asteroid also has a testing area for the introduction of new lifeforms into existing ecologies under controlled conditions. This kind of testing has prevented many tragic mistakes of the kind that were common in humaniti's prestellar and early interstellar history.

Additional duties of the Institute include testing and improving sensors, training military and civilian planetologists, and developing theories of cosmology. The Scout Service keeps constant contact with the school through its base in the system. Students and faculty can be found doing fieldwork as much as 50 parsecs away.

LAW PROFILE

Glisten's law is quite moderate for so populous a world, the notable exception being civil law. In the early days of the bureaucracy, the locals filed so much trivial litigation that the economy threatened to collapse from the burden of liability. Drastic solutions were called for, and the second constitutiton laid down rules to severely limit civil suits.

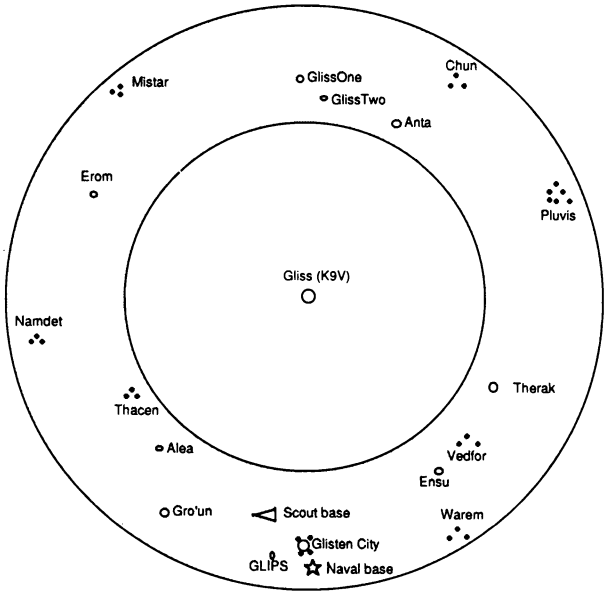
Judges may not accept suits without significant evidence of negligence or malfeasance. Awards are limited to damage done. Divorce suits have been taken out of court entirely by the requirement that divorce arrangements be pre-agreed and included in the marriage contract. Marriage contracts must be updated twice annually to include changes in financial or property status.

Other than the general principles laid out in the second constitution, law and enforcement diverge widely in various locations in the Glisten system.

For example, in Newton C, hiking and vacc-camping are strictly prohibited except in conjunction with a scientific experiment. Even then, it is necessary to get agreement from the city fathers and the scientific board.

Another example is that in Ensu, the "fine arts" city, the stages must have multiple interlocks on the gravitic control boards so that a performer cannot go onstage without approving and locking in the setting on stage. This ordinance was passed after the tragic death of Trila Leanitulla, the famous interpreter and last great performer in the exquisite and difficult Ritamilu acrobatic dance tradition. Trila was killed when a stagehand inadvertantly reset the grav controls to a heavier setting while Trila was still in the light-grav, high-flight part of her dance, causing her to plummet to the main stage.

A less serious local ordinance is to be found in Gro'un, the diplomatic community. For the late day meal, flowers are required to be present on any table with more than a single diner. This ordinance has been in place for so long that no one knows precisely when it was enacted or why.•



The Glisten System— prepared 129-1119

GRAND SURVEY WORLD PROFILE

Date of Preparation:	343/1108
World Name:	Glisten
Location:	Spinward Marches 2036
UPP:	A000986-F

Physical Data:

Diameter:	400 km
Density:	1.0 standard
Mass:	0.000016 standard
Mean Surface Gravity:	0.03 g
Rotation Period:	N/A
Orbital Period:	163.87 days
Seasons:	N/A
Axial Tilt:	N/A
Orbital Eccentricity:	0.008
Satellites:	None
Interior Atm Pressure:	.75 standard atm
Atm Composition:	Std oxygen/nitrogen mix
Atm Terraforming:	Yes
Hyd Percentage:	N/A
Hyd Composition:	Water
Hyd Terraforming:	Yes

Temperature:

Base Mean Surf Temp:	-75° C
Axial Tilt Modifiers:	N/A
Rotation Modifiers:	N/A
Latitude Modifiers:	N/A
Orbital Eccentricity:	N/A
Weather Control:	Yes
Grnhse Efft Terrafrmg:	No
Other Modifiers:	None

Mapping Data:

Nbr Tectonic Plates:	1
Native Life:	No
Terrain Terraforming:	Yes
Major Continents:	N/A
Minor Continents:	N/A
Major Oceans:	N/A
Minor Oceans:	N/A

Seismic Data:

Stress Factor:	0
Notable Volcanoes:	0

Resources:

Natural Resources:	Ores, Radioactives
Processed Resources:	Alloys
Manufactured Products:	Electronics, Mechanical Parts, Weapons, Gravitics, Heavy Equipment

Population & Ports:

World Population:	8,052,488,962
Primary Cities:	Glisten; 1 billion; A Pluvis; 982 million; A Therak; 953 million; F Mistar; 503 million; F Chun; 512 million; F Warem; 543 million; F Gro'un; 525 million; B Erom; 673 million; F Anta; 483 million; F
Secondary Cities:	5 cities circa 50 million; F
Tertiary Cities:	200 cities circa 2 million; F
Orbital Cities:	all

GRAND CENSUS CULTURAL PROFILE

World Name:	Glisten
Location:	Spinward Marches 2036
UPP:	A000986-F

Cultural Profile:

Progressiveness-Att:	Progressive
Progressiveness-Act:	Advancing
Aggressiveness-Att:	Competitive
Aggressiveness-Act:	Neutral
Global Extent:	Discordant
Interstellar Extent:	Friendly

Technology Profile:

High Common:	F
Low Common:	9
Energy:	F
Computers/Robotics:	E
Communications:	C
Medical:	E
Environment:	F
Land Transport:	F
Water Transport:	E
Air Transport:	E
Space Transport:	F
Personal Weapons:	F
Heavy Weapons:	F

Government Division of Authority:

Legislative,Executive, Judicial:	Several councils

Law Level:

Uniformity of Law:	Territorial
Overall:	6
Weapons:	6
Trade:	9
Criminal Law:	4
Civil Law:	C
Personal Freedom:	6

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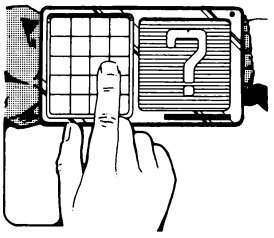

Traveller Q&A

OFFICIAL ANSWERS TO YOUR QUESTIONS

Traveller Q&A provides answers to questions from readers on various aspects of **MegaTraveller** and **2300AD**. If you have a question you would like to have answered, send it to: Digest Group Publications Q&A, 8979 Mandan Ct., Boise, ID 83709. We will publish the best of these questions with answers in this column.

All answers in this column are reviewed by GDW and thus are *official* answers to your questions.

MegaTraveller Errata: If you send us a business-sized SASE with *two* stamps on it, we will send you the latest **MegaTraveller** errata sheets. There are two parts available (tell us which of the two you want): one dated 6/1/88 and the other dated 10/1/88. Each part contains different errata — you need both parts to have *all* the errata. The errata not only correct some inconsistencies in the rules, but also include valuable clarifications and suggestions.

MEGATRAVELLER QUESTIONS

In the *Rebellion Sourcebook,* Dlan is given a tech code of G, which isn't possible. The tech level modifiers for Dlan are: starport A, +6; atmosphere D, +1; population A, +4; and government D, -2; a total DM of +9. Since the tech level roll uses 1D, there's no way to get 16 from 1D+9. Is there some modifier that isn't in the *Referee's Manual*? — S.O.

Yes, you are very perceptive. The central sectors of the Imperium were given a special tech level modifier of +1 when they were generated, in addition to all the other regular modifiers.— *Joe D. Fugate Sr.*

Why are tech level 16 worlds suddenly becoming commonplace? There are 24 of these worlds in one sector alone (Massilia) according to *Traveller's Digest* Issue 11. — S.O.

There are several marginally tech level 16 worlds in the Imperium, and the sector with the most tech 16 worlds is Massilia Sector (Margaret's territory, interestingly enough...). Even though a world's tech level may officially be 16, remember what it says about tech level in the *Referee's Manual:*

"Large areas of the world away from the starport or away from large population centers may be one or even two tech levels lower."

To clarify further, the tech level 16 rating comes when a world makes a major advance in a certain technological area. For instance, if a world has advanced to the point that it can build fusion power plants whose volume is under 0.09 kiloliters, then it has crossed the boundary to tech level 16 power plant construction. Other technologies may still be at tech level 15. The tech level 16 rating indicates the *best technology* that is available, which is not always the same as the worldwide technology.— *Joe D. Fugate Sr.*

In Issue 10, there were some animal encounter tables. The life force entry confused me. For most of the animals, the unconscious number was higher than the kill number. How can this be right? Also, shouldn't the penetration value on animal weapons be more for an animal weighing 2,000kg than it is for an animal weighing 200kg? — P.M.

The animal encounter tables on page 22 of Issue 10 were published before **MegaTraveller** was available and so they are **Traveller** animal encounter tables, rather than **MegaTraveller** tables. To convert the tables to **MegaTraveller**, divide all the values in the hits columns by 3. To use the first entry as an example: it reads 13/6; converting it to **MegaTraveller** gives us 4/2 (drop fractions). Convert all values in the same fashion.

The first number indicates how many damage points it takes to render the animal unconscious, and the second number is how many *additional* damage points it takes to kill the animal. For example, using the 4/2 above, it takes 4 damage points to knock the animal unconscious, and then 2 *more* damage points to kill the animal. It is not at all unusual for some animals to require more damage for unconsciousness, and then require less damage to finish them off. Notice from the example just given, however, that it really takes 6 damage points to kill the animal: the first 4 will knock the animal unconscious, the rest will kill the animal.

For simplicity's sake, the wounding capability (damage points) of animal weapons is increased when the animal's mass increases, but any potential penetration increase is ignored. Also, it was judged that by ignoring the penetration element, animals are a little less deadly. An adventurer who survives a scrap with an animal is a happy adventurer. Since animals are NPCs (non-player *creatures,* in this case), we felt less of a need to give the animal a greater chance of outliving a player character.— *Joe D. Fugate Sr.*

How do robot brains and starship computers differ? Can robot programs be loaded into a starship computer? — D.T.

Robot brains and starship computers *are* different. Different enough, in fact, that program transfer between the two involves, as a minimum, several formidable tasks.

Modern day analogies often help to explain why things in **MegaTraveller** are the way they are, so let's look at an analogy. Consider the most advanced automobiles on the road today. They incorporate several microprocessors. Are the programs in automobile microprocessors interchangeable with the ones on my personal computer? In other words, can I load Space Invaders into my car's engine computer, and play Space Invaders in my car while the engine is not running? Of course not.

So it is with robot brains and starship computers. Each is designed for certain specific functions. The robot brain is designed to be a very small, efficient processor of abstract concepts (very good at pattern recognition, essentially), while a starship computer is more of a traditional, "dumb but reliable", distributed processor. Program interchange between the two is not impossible, but does involve many technical tasks requiring a good array of skills. I'd say a series of formidable tasks involving mechanical, electronics, robotics, and computer skill, as well as education would be called for. Since each such interchange is usually a custom job, several of the tasks will be uncertain. This means

that while you may make the mods, you'd darn well better test them several times first. Uncertain tasks are great for this kind of in-game research and development by characters. The players must retry the die rolls until they feel the results they are getting are reliable. We've used this technique a few times in our own playtests, with good results. You should see the players squirm when the process they are developing is critical, results are inconsistent, and time is running out! It's great fun.

Okay, you've managed (with much effort) to transfer your starship's navigation program to your robot's brain. Good. Are you sure you'll trust your life and ship to the first jump vector generated by your robot? — *Joe D. Fugate Sr.*

How many can sleep in a bunk on a starship? — P.M.

I'll answer this question with another question: how many people can sleep on a standard couch? A starship bunk is about the same size.

While two people could get by in one bunk, it is a desperation move at best, and it's going to be mighty uncomfortable. One person is what they are designed for.
— *Joe D. Fugate Sr.*

I had a problem when a HEAP round penetrated an APC. It was a chassis hit, but what happened to the people inside? The people inside had armor, but looking at *Striker*, it would only have added +2 to the "Outer" armor for purposes of penetration. We argued for 20 minutes, then I pulled GM's prerogative and used a temporary solution. What's the *official* answer? — M.I.

This is a very good question, and not specifically covered in the rules. As far as an official ruling, I'd say all explosive rounds that penetrate a vehicle's hull also cause crew hits to all crew members in the danger space of the explosion (in other words, they get hit at half the penetration value of the explosive round).— *Joe D. Fugate Sr.*

I've been troubled by something ever since *Travellers' Digest* Issue 11. The capital of the Rule of Man was at Hub/Ershur in Massilia Sector, Subsector A. Yet in that issue, the subsector is not called Ershur, but instead is named Kerr. Why is that? — M.M.

That was the Rule of Man, this is now. While the subsector was called Ershur over 1,000 years ago, in the early years of the Third Imperium the subsector was renamed. The famous Imperial statesman and arbitrator, Zuan Kerr (-22 to 67), was largely responsible for bringing that subsector into the growing Third Imperium. The subsector had been particularly hard hit by the Long Night and the population had developed an intense hatred of the Solomani and of interstellar governments in general.

The subsector was named after Kerr, in honor of his remarkable achievement of convincing the majority of the worlds in that anti-Imperial subsector to join Cleon's new Imperium at last. Kerr devoted the best years of his life to bringing these worlds into the Imperium. During the more than 50 years that he spent in this subsector (from 3 to 57) he literally lived on each world, and became a local inhabitant.

Kerr was a vocal opponent of Emperor Artemsus's militaristic "pacification growth" concept, first espoused by Artemsus in 60. Kerr had much sympathy in the Moot. However, Kerr died in 67, and over the next ten years, Artemsus was able to sway the Moot, now that the great champion of the "Kerrian" political period was dead. The Pacification Campaigns started in 76, and lasted for some 60 years. Historians consider the pacification period under Artemsus to be one of the darker periods of Imperial history.
— *Joe D. Fugate Sr.*

2300AD QUESTIONS

In the back of the *Director's Guide* (about page 102) there is a list of travel times in the section labeled "Interplanetary Travel Time". This section states: "multiply interstellar speed (in ly per day) by 0.645 for the in-system speed in AU per day." If you use the speed and time scales given in the starship combat section, the same ship may travel far greater distances in one day. Why is this so? — G.S.

One thing to be cautious of is taking tactical combat rules and assuming that the time scale, weapon range, and movement scale are all the same. Many combat rules use a distance scale oriented toward weapon range, with a time scale intended to compress a conclusive amount of game-time battle damage into a reasonable session time. The chosen movement scale may simply be one that "keeps the pieces on the map", and in effect is yet a third scale. This makes the game playable and doesn't really hurt the feel of the game, even though the movement scale does not match the time scale or the weapon range. Miniatures rules are particularly prone to the "three different scales" approach.

Since few battles last more than a day, the designers of a tactical game also don't worry about movement scale accuracy for long-distance travel. If you plot out the distance a tactical unit (pick just about any tactical game you like) could move in a week's or a month's time, you'll find the unit to be moving much faster than is reasonable.

Such is the case with the **2300AD** starship combat (and, the same is true, incidentally, of **MegaTraveller** starship combat — in case you hadn't noticed). You cannot use starship combat to gauge in-system travel times over extended periods. The rate in AUs of 0.645 x ly speed is the correct rate to use.— *Joe D. Fugate Sr.*•

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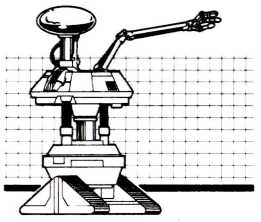


Drop Capsules

TRAVELLER TECH BRIEFS

—By Terry McInnes

The shock of troops suddenly arriving from the sky has heralded modern combat assaults in many technological societies. Examples abound: the German airborne troops which dropped on the fortress of Eben Emael at the beginning of Terra's World War II; the troops who took Ishgirdu on Vland during the Vaalin Rebellion; the 101st Drop Division which led the Terran Confederation's invasion of Aggida during the first Interstellar War. With today's turmoil in the crumbling Imperium, drop troops are sure to be encountered more frequently.

Speed and shock are the best weapons of drop troops. Their sudden arrival only a minute after they appear as a meteor shower in the sky can cause surprise and chaos in even the best of opposing units. Drop troops are relatively lightly armed and must take their objectives quickly before enemy forces have a chance to organize and react. Because they are relatively fragile units, drop troops must be reinforced almost immediately by regular line units, heavy weapons, and armor before they are overwhelmed by counterattacks.

Drop troops are usually used to secure landing zones on hostile worlds before the main invasion forces arrive, whether the LZ is a starport or an open patch of ground. Orbital fire support and fighter strikes suppress enemy fire as the troopers hit dirt, clear opposing positions, and set up a perimeter around the LZ.

Even as the drop troops hit the ground, assault shuttles are on the way down carrying heavy reinforcements including armor: first, to defend the perimeter; then, to break out toward the assault's first objectives.

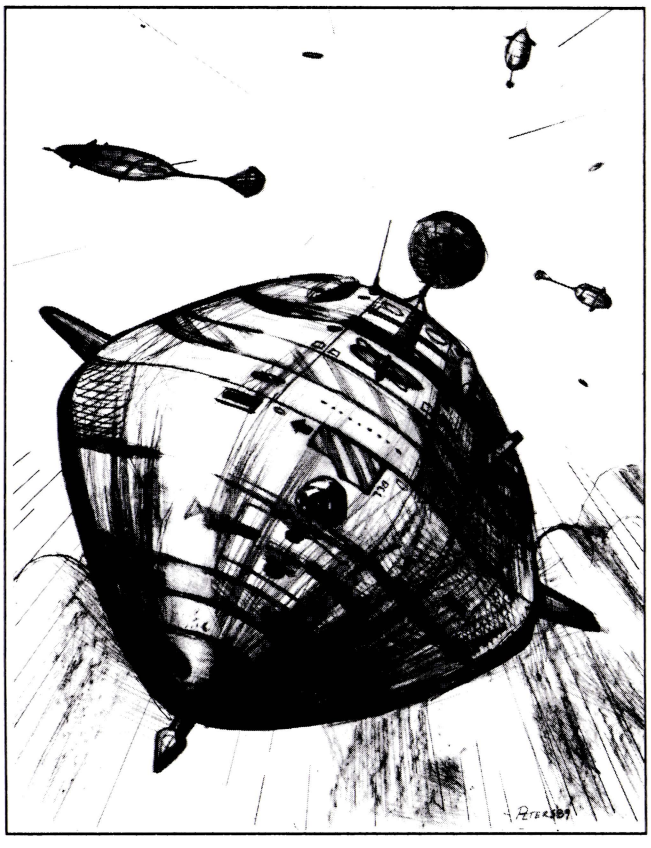
Platoon-size or smaller units of drop troops are also used in commando raids where they are ordered to drop on and destroy a specific objective—such as fire control sensors for deep meson gun sites or economic targets such as starports or power stations. Once the mission is accomplished, these troops are quickly extracted by assault shuttle.

Not surprisingly, all drop troops consider themselves the elite of the armed forces and look with disdain at "leg" infantry. All Imperial Marines are drop trained as are the infantry regiments of the Imperial Guard and Imperial Army drop divisions. A small number of drop-trained mercenary battalions are available for hire at premium rates. In addition, many mercenary units include one or more drop-trained formations on their tables of organization.

DROP CAPSULE DESIGN

Drop capsules are ovoid-shaped and are 1.25 meters wide by 2 meters long. The upper third of the capsule can partially split away from the main body to allow the trooper to enter. After the trooper is fully strapped in by mummy-like restraints, the top portion is slid down rails, reconnected to the main body, and sealed. Individuals using drop capsules must wear vacc suits, combat armor, or battle dress as the capsule is filled with an inert gas that acts as added heat insulation once the capsule is sealed.

Drop capsules are coated with several layers of ablative material which burns off during reentry. The ablative material is protected in the launch tube by a sabot which separates immediately after firing. Capsules are fired from individual launch tubes on smaller vessels such as Kinunir-class cruisers or from rapid-fire launch facilities aboard specialized assault transports and some capital ships. The rapid-fire facilities allow a capsule to be launched every 10 seconds. Manually reloading, boarding, and sealing a capsule in an individual tube takes approximately five minutes.



Four types of capsules are available:

Basic Drop Capsule—(TL9, Cr2,000) This model contains a basic stabilization, reentry, and parachute package and is unarmored. Its integral parachute enable it to be used by relatively untrained individuals. The basic model is used for assaults on undefended objectives, for training drops, as a lifeboat for a ship's crew, or can be modified as a cargo carrier to drop weapons and equipment from orbit to troops or expeditions on the ground.

Combat Assault Capsules—(TL10, Cr10,000) This model is armored, includes both chaff and infrared flare dispensers, and is equipped with small lateral solid-fuel rockets for evasive maneuvers during descent. The combat capsule's three integral parachutes can be opened, then jettisoned to create sudden changes in descent velocity. It has an armor value of 20.

Advanced Combat Assault Capsules—(TL13, Cr50,000) This model contains all the capability of the standard assault capsule except for the lateral rockets. Instead, computer-controlled guidance vanes both stabilize the capsule during reentry and perform evasive maneuvers during the

final stages of descent. Air brake panels are used to change the rate of descent in the advanced model. In addition to chaff and flare dispensers, the advanced model contains active ECM transponders which generate false targets and hash on enemy radar screens. The advanced capsule has an armor value of 28. It is Imperial Marine standard issue.

Decoy Capsule—(TL10, Cr100,000) This is an unmanned capsule filled with chaff, infrared flares, and ECM transponders that both create false radar targets and interference. The decoy capsule also changes velocity, and maneuvers randomly during its descent. Tactical drop doctrine dictates dropping one decoy among ten live capsules.

A small charge at the foot of the capsule is used to blow a capsule clear of its launch tube in the opposite direction of its mother ship's orbit, thus cutting its velocity below orbital speed and laying it into a parabolic descent trajectory.

DROP CAPSULE OPERATION

In basic and combat models, drag streamers are deployed from the top and bottom of the capsule so that the capsule is oriented perpendicular to its descent path and its passenger is riding back-first — the most comfortable position in which to take the coming deceleration forces. Computer-controlled stabilizers perform this job with the advanced model.

Heat and G forces build as the capsule plunges through the stratosphere and the ablative coating burns off. After the heat pulse is past, and the descent rate stabilizes, the drag streamer nearest the passenger's foot is blown away and the capsule snaps into an upright position.

The drop trooper may then deploy his parachutes or fire his lateral rockets to foil ground fire. Penetration aids may also be deployed either manually or automatically.

During combat drops, troopers will blow themselves clear for the last stage of descent and ride down either on their suit parachutes or grav belts, depending on how they are equipped.

Drop capsules may be used in thin, standard, or dense atmospheres. If parachutes are used, their diameters must be adjusted for the expected atmosphere density. Because of the aerodynamic braking forces needed for drop capsules, they cannot be used for landing on vacuum, trace, or very thin atmosphere worlds. However, individuals with grav belts may drop from a ship for a landing on vacuum worlds.

Drop troops need the highest quality equipment in order to survive and fight on their own. Imperial Marines and Army drop forces are equipped with TL15 battle dress, grav belts, and fusion guns. Most other known drop troop formations — privately raised or otherwise — are equipped to at least TL12 with combat armor or battle dress depending on unit budget, and gauss rifles with plasma or fusion guns as support weapons.

TASKS

To land successfully without injury in a combat drop:
Routine, MAX(battle dress, parachute, grav belt), End, 5 sec (hazardous).

Referees Note:

Mishap	Result
superficial	STUN:victim immobilized for 1D min.
minor mishap	1D hits
major mishap	2D hits
destroyed	dead

Note: All drop trained troops automatically receive Parachute-1. Parachute skill level increases by one per 10 aircraft or drop capsule drops *in combat*. Imperial Marines and Imperial Guards automatically receive Parachute-1 and Grav Belt-1. Characters with Air/Raft skill may use it as Grav Belt skill minus one.•

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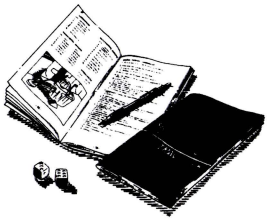


Children in MegaTraveller

THE GAMING DIGEST
—by Terry McInnes

Corporal Ventaar Shudiikii waved the nearest plasma fire team forward to cover him as he entered the dwelling. Piles of crystoplastic from the collapsed second floor blocked the hall. A household robot lay upended, toppled from its charging stall.

A loose support shifted. Shudiikii spun toward the sound and dropped into the classic marksman's kneeling position. "Come out or I'll fire!" he yelled.

More creaking sounds came from the rear of the house, a broken panel slid, and a tiny figure emerged into the light. A child, clad in a dirty white shift and clutching a six-legged stuffed animal, came forward. Dirt streaked its face. Shudiikii couldn't tell whether it was a boy or a girl. He could tell it was human, though.

He extended his hand. "I've never shot a child," he thought, "and whatever happens, I'm not going to start now."

CHILDREN AS CHARACTERS

Not all individuals encountered in real life are adults: children of various ages account for a number of encounters. **MegaTraveller** adventurers journeying around the war-torn Imperium will certainly encounter children from time to time.

In this article, we examine how to include children as characters in a game session. By "children", we mean any character from an age 0 infant to a teenager up to age 17. A character of age 18 is considered to be an adult. The rules for generating a character's development from age 0 to age 18 follow the established **MegaTraveller** step chart presentation.

The referee can use the rules to create child NPCs, and players may choose to use these rules to give their own characters a fuller, richer background.

In addition, we discuss the special needs of children, pregnancy and childbirth, feeding and caring for infants, special considerations for family groups, and alien children (Aslan cubs and Vargr pups).

CHILDREN AS NPCS

Referees may impose child NPC encounters at random. Suggested situations could include encountering children as members of NPC families, as sources of information and rumors, as guides, as war orphans or refugees, as crime victims or witnesses, as criminals, or even as patrons.

Adventurers might be hired as bodyguards to the young heir of a fortune, or commissioned by a wealthy child patron to find a missing parent. Military units may adopt an orphan as a mascot. Some societies involved in a war may use children as military couriers or guerrilla fighters.

A child will usually accept payment (for services or information) considerably lower than an adult would expect, and a "street urchin" can be quite knowledgeable about the hidden life of his city. A well-brought-up child, on the other hand, will often be wary of speaking to strangers.

Adventurers may also have families with children, who should be NPCs. They may be present at the beginning of an adventure, at the end when the character returns home, or they might even be involved in the adventure. The character may have lost a spouse and must take the children with him. The character's children may have been kidnapped and the adventurers are trying to recover them. The child could be a genius actively participating in the adventure. Many possibilities exist.

A child's characteristics depend on his age. When a child NPC is encountered, either arbitrarily determine his age, or roll 3D-4. If the result is zero, the child is an infant.

CHILD CARE

Although children are rather rugged little individuals, they do need special care. Infants must be fed several times daily. They need their mother's milk or a substitute as the mainstay of their diet. By one year of age, a child can chew adult foods.

Infants and children up to age two or three need diapers which need to be changed every time they are soiled. Infants and young children quickly let adults know when they need to be fed or changed, often at inconvenient moments. They cannot readily be silenced even if the group is hiding. Infants also need to be bathed often to avoid skin diseases and infections.

MOBILITY

Infants are not mobile and must be carried. Full-term infants weigh from two to four kilos at birth and gain approximately one-half kilo per month during their first year. Children learn to walk at approximately one year and can walk unsteadily for short distances. Children older than two may walk for the number of hours equal to their endurance rating divided by two and then must be carried or ride. Children of age seven or more may walk for the number of hours equal to their endurance rating. Children of age 13 or more are treated as adults for the purpose of mobility.

ILLNESS

Infants and children may become suddenly ill. Roll the following task once per week for each child in the adventurers' party:

To avoid illness by a child:
Difficult, Medical, End (fateful)

Referee: This task becomes Routine if the child is well-fed and properly clothed for the environment. If the task fails, the child succumbs to a minor illness, either a respiratory infection with a runny nose and coughing, or a gastrointestinal upset that causes vomiting and diarrhea. The child will be feverish and cranky. Symptoms generally clear up in 1D days.

If an exceptional failure occurs, the child succumbs to a major illness and requires professional medical care from an individual with medical-3 or higher.

CHILD AND FAMILY GROUP ENCOUNTERS

Children are most often encountered as part of a family group but may be alone. Any random encounter can result in an encounter with a family group or even just children if the encounter involves two or more civilians. A family group may consist of one or more adults and one or more children.

When encountering a non-military, non-police group, the referee can elect to have the group include children. Determine the age of each child arbitrarily, or roll 3D-4. If the result is zero, the child is an infant.

Depending on the circumstances, the referee may also need to determine the gender and relationship of each child and adult.

PREGNANCY

Occasionally, adventurers may encounter a pregnant woman and have to deal with the possibility of her going into labor and giving birth to a child. The referee may wish to roll 2D-3 to determine how many months she has been pregnant.

In the case of a pregnant woman, for every two months of pregnancy, subtract 1 from each of her endurance and dexterity stats. If either value drops below "1", complications have arisen and she must be hospitalized with complete bedrest until the birth of her child.

BIRTH

Pregnancy in a human female normally lasts nine months, but premature births may occur with the baby having a chance to survive during the mother's seventh and eighth month. If TL9+ medical facilities are available, a premature infant may be placed in an artificial womb and will survive (irrespective of gestation time) if this task succeeds:

To place an infant in an artificial womb:
Routine, Medical, Dex, 1 min (fateful)
Referee: Mishaps affect the infant. No cautious attempts allowed; this must be done quickly. This task is Impossible without medical skill.

The woman will go into labor on a roll of 12 during her seventh month, on a roll of 11+ during her eighth month, and on a roll of 6+ during her ninth month. If she does not go into labor by the end of the ninth month, labor must be induced by a doctor (medic-3+) or she must be surgically delivered by a surgeon (medic-3+, dexterity 8+).

In addition, if the mother has low physical characteristics (strength or endurance less than 4), she might consider having a surgical delivery if a surgeon is available. Roll the following task for a birth:

To give birth to a child safely:
Routine, (attending) Medical, mother's End, 2 hours (hazardous, fateful)
Referee: Increase the difficulty one level if mother's endurance is less than four.

The above task is based on TL 5-9 medical facilities. If the medical facilities are TL 10-13, decrease the task one difficulty level. If the attending physician is trained at TL 4 or less, increase the difficulty one level. In this case, the mother is safer with a midwife: there is no difficulty increase if a midwife is used.

- On a superficial mishap, the mother suffers 1D wounds, the child is okay.
- On a minor mishap, the mother suffers 2D wounds, the child is okay.
- On a major mishap, the mother suffers 3D wounds, the child suffers 1D wounds.
- On a destroyed mishap, the mother and child both die.

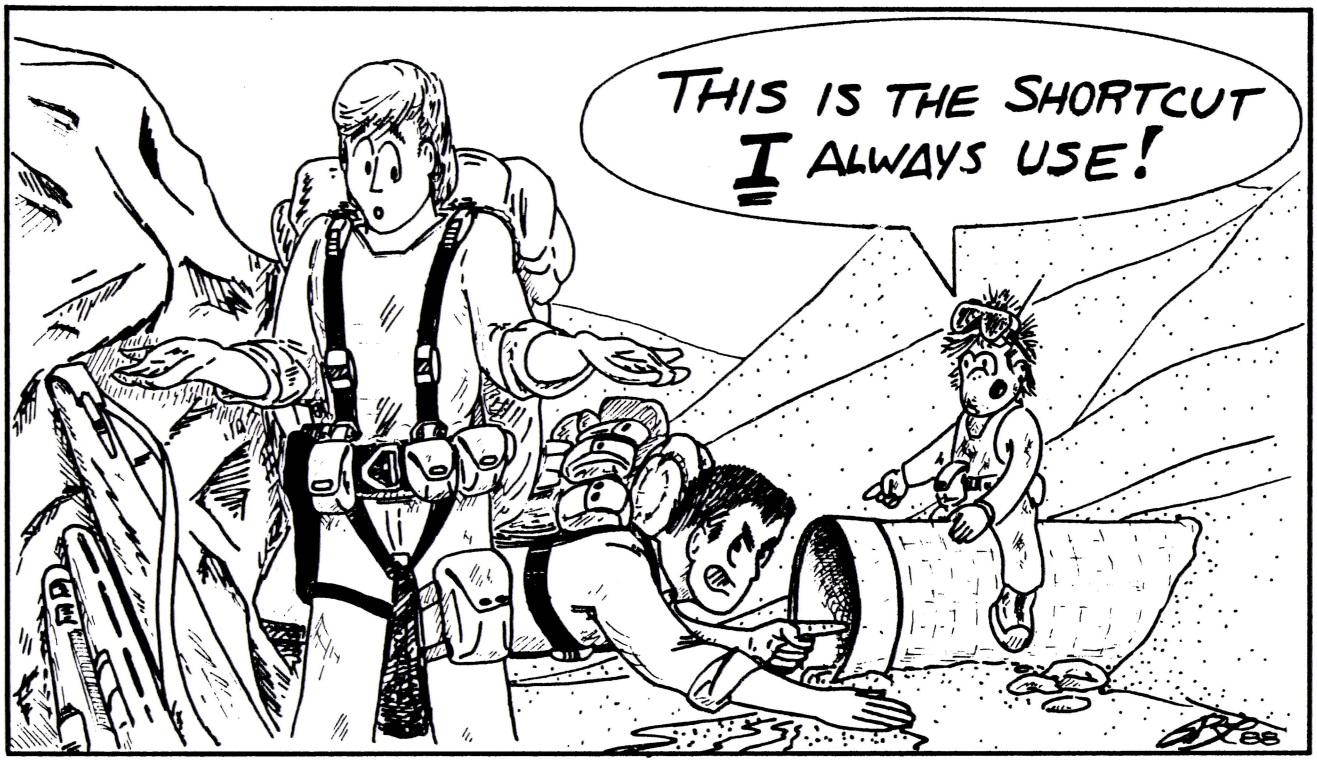
Time increment decreases by half for each birth after a woman's first.

ALIEN CHILDREN

Young aliens may be present on a world visited by adventurers, especially if those aliens are citizens of the world. Here we consider the two alien races that adventurers are most likely to encounter: Aslan and Vargr.

ASLAN CUBS

Aslan cubs are born after a one-Aslan-year (10.5 standard months) gestation period and are more developed at birth than the human infant. Both sight and hearing are fully developed. Newborn cubs, however, are as immobile as human infants. They weigh from four to six kilos at birth.



Twins occur in five percent of Aslan births, triplets are virtually unknown.

Aslan cubs develop at a faster rate than human children, gaining 1D in strength, dexterity, and endurance at ages 6 and 12. At age14 standard (16 Aslan) years, Aslan children undergo their Rite of Passage and begin their careers. Intelligence and Education develop at the same rate as for human children. Social level (the Aslan equivalent of social standing) is the same as that of the cub's family.

Compared with human children, Aslan cubs are more disciplined and less likely to rebel against adult authority. They are almost always accompanied by an adult member of their family.

VARGR PUPS

Vargr pups are born after a gestation period of four standard months. Multiple births are the rule, with Vargr mothers typically delivering from two to five pups per birth. Pups are born deaf, blind, and totally helpless. They require constant attention and suckling from their mother until they are four months old. At one month, they begin to respond to sound. Their eyes open at two months and they can see clearly at three. Pups begin crawling at four months and begin eating solid food by one year.

Vargr young develop at approximately the same rate as human youngsters. Add 1D-4 to Strength and Endurance at ages 6, 12, and 18. Add 1D-2 to Dexterity at ages 6, 12, and 18. Intelligence and Education develop at the same rate as for human children. Charisma is zero for children younger than 12. At age 13, add one to charisma on a 1D roll of 5+ for each year until age 18 (roll for age 13, 14, 15, 16, 17, and 18).

Although Vargr females are capable of conceiving almost immediately after giving birth, they have no interest in reproducing again while young cubs are in the household. Only after cubs are six or more standard years old and are away from home most of the day will most Vargr females consider bearing more young. In primitive Vargr societies without benefit of contraception, this conduct places a great strain on Vargr family relationships.

Although Vargr individuals can and do have younger or older brothers and sisters, they generally form the closest bonds with their birth siblings. Human researchers have noted that this resembles the relationship between human twins. This closeness from birth is given as one reason for the natural gregariousness of the Vargr race.

Relations among Vargr young may not appear close to outsiders, however. Birth siblings are loud and rambunctious, constantly engaging in mock fights and arguments as each tries to exert dominance over the others.

CHILD CHARACTER GENERATION

Summary Of Procedure

- Determine homeworld as per normal character generation.
- Determine the parents' predominant career.
- All characters start with uniform UPP as infants (age 0).
- Characters grow in three six-year periods: preschool (ages 1-6), primary (ages 7-12), and secondary (ages 13-18).

1 HOMEWORLD

Determine the character's homeworld characteristics according to the normal character generation procedure.

2 PARENTS' PREDOMINANT CAREER

Determine the predominant career of your character's parents. Do this by rolling 1D to determine the correct column on the Parents' Career Table, then roll 1D again to determine the exact career.

PARENTS' CAREER TABLE

	1-2	*3-4*	*5-6*
1	Navy	Law Enf.	Merchant
2	Marines	Doctor	Belter
3	Army	Diplomat	Pirate
4	Scouts	Bureaucrat	Rogue
5	Flyers	Scientist	Hunter
6	Sailors	Noble	Barbarian

3 AGE 0: INFANTS

Human infants start at age 0 with the following uniform UPP: 11100 + (parents' highest social standing)

Social Standing: Children begin life with higest social standing of their parents. If the parents' social standing is unknown, roll 2D to determine its level at the child's birth.

4 AGES 1-6: PRESCHOOL

Strength, Dexterity, Endurance: Add 1D-4 to strength, dexterity, and endurance. Roll for each characteristic separately. Treat a negative number as 0.

If the child comes from a preindustrial world (physical labor expected), each physical characteristic gets an automatic +1.

Intelligence: Add 1D-4 to intelligence for every year from age 1 to age 6 (roll at ages 1, 2, 3, 4, 5, and 6). Treat a negative number as 0.

Education: The increase in education depends on the child's Intelligence at age 6.

- If intelligence 0-4, no education increase.
- If intelligence 5-9, add 1D-4 to education.
- If intelligence A+, add 1D-2 to education.

Treat a negative number as zero.

Social Standing: Social standing may change as the parents' fortunes advance or decline:

FAMILY'S SOCIAL STANDING DEVELOPMENT (2D)

2 Financial or social disaster (subtract 1D+2)
3 Down by 2
4 Down by 1
5 Same
6 Same
7 Same
8 Same
9 Same
10 Up by 1
11 Up by 2
12 Sudden wealth and honors (add 1D+2)

Note: If not nobles (social standing below A), social standing may not increase beyond level B, knight. If already nobility (social standing A+), social standing may increase to level E, duke.

5 AGES 7-12: PRIMARY

Strength, Dexterity, Endurance: Add 1D-3 to strength, dexterity, and endurance. Roll for each characteristic separately. Treat a negative number as 1.

Once the child's dexterity reaches 6, he can elect to take part in physical training (e.g., school athletics). If so, give a bonus of +1 to each physical characteristic.

bonus of +1 to each physical characteristic.

If the child comes from a preindustrial homeworld (physical labor is expected), each physical characteristic gets an automatic +1.

Intelligence: Add 1D-4 to intelligence. Treat a negative number as 0.

If the child does not take part in physical training (see above), and has an intelligence of at least 8, he can elect special studies. If so, give a bonus of +1 to both intelligence and education.

Education: The increase in education depends on the child's Intelligence at age 12.

- If intelligence 0-4, add 1D-4 to education.
- If intelligence 5-9, add 1D-2 to education.
- If intelligence A+, add 1D to education.

Treat a negative number as zero.

Social Standing: Roll2D on Family's Social Standing Development Table as above.

Initial Skills: If the child's education has reached 5 during this period, he gets a skill roll from the character generation tables of his parents' predominant career. He receives that skill at level 0. If he gets a characteristic improvement instead of a skill, he may receive it at full value.

If the child's education has reached 10, he gets an additional skill roll from the character generation tables of his parents' predominant career. He receives that skill at level 0. If he gets a characteristic improvement instead of a skill, he may receive it at full value. If he gets the same skill as rolled previously, reroll.

6 AGES 13-18: SECONDARY

Strength, Dexterity, Endurance: Add 1D-3 to strength, dexterity, and endurance. Roll for each characteristic separately. Treat a negative number as 1.

Once dexterity reaches 6, the child can elect to take part in physical training (e.g., school athletics). If so, give a bonus of +1 to each physical characteristic.

If the child comes from a preindustrial homeworld (physical labor is expected), each physical characteristic gets an automatic +1.

Intelligence: Add 1 to intelligence.

If the child does not take part in physical training (see above), and has an intelligence of at least 8, he can elect special studies. If so, give a bonus of +1 to both intelligence and education.

Education: The increase in education depends on the child's intelligence at age 18.

- If intelligence 0-4, add 1D-2 to education.
- If intelligence 5-9, add 1D to education.
- If intelligence A+, add 1D+2 to education.

Treat a negative number as zero.

Social Standing: Roll 2D on Family's Social Standing Development Table as above.

Initial Skills: If the child's education has reached 5 during this period, he gets a skill roll from the character generation tables of his parents' predominant career. He receives that skill at level 0. If he gets a characteristic improvement instead of a skill, he may receive it at full value.

If the child's education has reached 10 during this period, he gets an additional skill roll from the character generation tables of his parents' predominant career. He receives that skill at level 0. If he gets a characteristic improvement instead of a skill, he may receive it at full value. If he gets the same skill as rolled previously, reroll.

During this period, the child also gets the default skills for his homeworld, as specified in character generation.

7 ENLISTMENT EFFECTS

If your character decides to follow the same career as his parents, add an additional +2 DM for enlistment or for admission into a service academy. If your character decides to enlist in a military service and his parents are not members of that service, they may object to their child's enlistment attempt. If this is so, roll the following task on behalf of the character's parents:

To object to a child's chosen military career:
Routine, Admin, Int

Referee: If successful, give a - 2 DM (makes it harder) for enlistment in the chosen military career or service academy. If exceptional success is rolled, the character is prevented from enlisting entirely and must try for a different career altogether. If the task fails, the child's enlistment is not impeded.•

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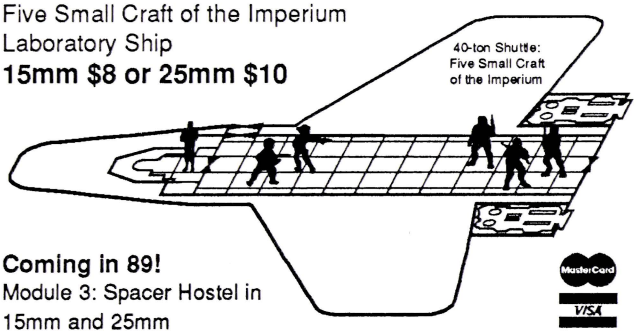

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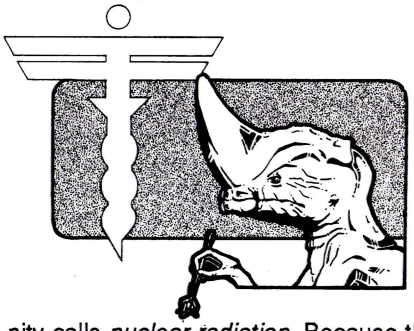


Nuclear Radiation

MEDICAL DIGEST

— by Mark Gelinas

The type of radiation most associate with the word "radiation" is what the scientific community calls *nuclear radiation.* Because there are many natural sources of nuclear radiation, this type of radiation has affected life on Terra since the distant past. Many scientists even believe this constant exposure to nuclear radiation has contributed to the rich variety of life on Terra.

Advanced technological societies add artificial sources of nuclear radiation to those already present in nature. This article examines types and sources of nuclear radiation (hereafter just called "radiation"). Further, we will examine radiation's medical effects and how to treat them, and what methods one may use to protect against radiation exposure. In this article, all radiation amounts are expressed in *units.*

There are four primary types of nuclear radiation: alpha, beta, neutron particles, and gamma radiation. For purposes of this article, gamma radiation is assumed to include cosmic and X rays as well.

The alpha particle is a positively charged particle consisting of two protons and two neutrons, the same combination as in the nucleus of the helium atom. An alpha particle can travel only a short distance from its source and has a low penetrating ability.

A beta particle has a negative charge and is similar to an electron, except that it is emitted from the nucleus of a radioactive atom in a process called beta decay. Beta decay occurs in a nucleus when there are too many neutrons relative to the number of protons. A neutron becomes a proton, releasing a beta particle. Beta particles have slightly greater range and penetration than alpha particles.

The third particle type, the neutron, does not have an electric charge. This particle has a longer range than either alpha or beta particles, and a higher penetration.

Gamma radiation is released from nuclei with too much energy. Gamma radiation is shortwave electromagnetic radiation with a long range and high penetration ability.

X rays, while similar to gamma rays, originate from excitation of electrons *around* the atom, whereas gamma rays come from the nucleus. X ray wavelengths are longer than gamma rays, giving X rays less penetration. Most X rays are artificially created.

Cosmic rays incorporate a variety of high energy subatomic particles from galactic sources. Most cosmic radiation fails to penetrate a standard planet's atmosphere, but spacefarers and those on airless worlds must contend with cosmic rays. Cosmic radiation hitting a planet may be channeled or concentrated into areas by the planet's magnetic field, such as the famous Van Allen belt around Terra.

All forms of radiation have high energy levels and some penetrating ability. This makes them harmful to living creatures. Most of the damage inflicted on the body by radiation is done by two processes; ionization or atomic bombardment. Charged particles such as alpha and beta particles strip electrons from an atom. The altered atom has an unbalanced electrical charge and is known as an ion. Gamma rays may also strip electrons from their atoms.

Electrons removed in this manner can ionize other atoms. An ionized atom has a different chemical behavior than an atom of the same element that has not been ionized. Having too many ions in the body is detrimental to health.

The other damaging process is atomic bombardment. When a subatomic particle strikes a molecule, it can break the atomic bonds and dislodge whole atoms. Genetic material is nothing more than a long molecule of DNA. These molecules contain the blueprint needed to create new cells. Alter the DNA blueprint, and an imperfect copy is created when the cell reproduces. There may be long term dangerous effects from this type of modification.

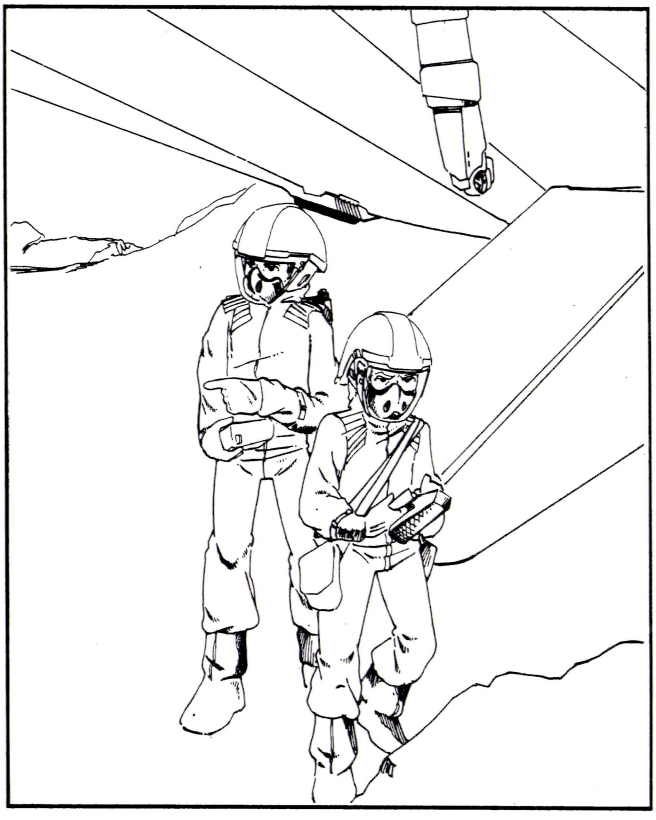
Worse yet, radiation exposure is cumulative. While the short term effects may go away after a period of recovery, the total radiation exposure remains. Further exposure brings more severe effects and perhaps even death.

An accumulated exposure of less than 50 units produces no ill effects, while an accumulated exposure of 1,000 units or more usually results in death.

PRIOR EXPOSURE

Because there is a wide variety of radiation sources, all characters will have received some radiation exposure by the time they muster out. This comes in two forms: background (which affects everyone), and occupational (which affects only certain occupations).

A beginning exposure level gives an idea of how much more radiation a character can absorb before becoming ill.



SOURCES OF RADIATION EXPOSURE

Some sources are fairly constant, while others decrease over a period of time.

Constant sources include: nuclear power plants (both fission and fusion), insidious atmospheres that are radioactive, cosmic radiation (including radiation belts and ion storms), mining of radioactive ores, manufacturing of radioactive components. Other constant sources include background radiation, medical treatment (X rays), and particle beam weapon strikes, including meson weapons.

Sources with decreasing levels usually result from nuclear explosions. A nuclear explosion releases instantaneous gamma radiation. In starship combat, the radiation felt by a target vessel comes from this initial burst. The area of induced radiation remains, (which includes any space derelict or surface crater), but lessens over time.

Another variable effect of a nuclear explosion is fallout: particles of dust and dirt that are irradiated, carried into the atmosphere by the blast, and eventually fall back to the ground. The amount of emission from fallout varies greatly depending on altitude at which the detonation occurred and what the weather patterns are that scatter the fallout. Distance from the blast is also a factor.

The highest amounts of fallout follow a ground burst, with the measurement made relatively near the blast area where precipitation had fallen. The lowest amounts would be for an air burst, with the measurement made far from the blast site where there were strong winds and no precipitation.

Fallout usually settles to the ground in a plume following the prevailing winds. Fallout can remain aloft for longer periods of time, being spread in a wider but weaker pattern. Fallout from a sufficient number of nuclear explosions could eventually increase a planet's background radiation.

These are the primary sources of radiation. Other sources are often related to those presented here, and emission levels can therefore be extrapolated.

PREVENTING EXPOSURE

Prevention is the best medicine. Radiation exposure control can be summed up in three words: duration, distance, and shielding.

Duration: Radioactivity can be expressed as an amount per a given amount of time. The longer the exposure duration, the greater the amount of radiation exposure. Therefore, the less time one is exposed to radioactivity, the fewer units of exposure received.

For example, assume that a source of radiation emits 10 units per hour. A person exposed two hours would receive 20 units of exposure, while a person exposed for 30 minutes would receive five units.

Distance: The farther a person is from a source of radiation, the less exposure he receives. Radiation intensity decreases according to the inverse of the square of the distance from the source. Distance can make a big difference.

For example, if a person standing one meter from a source receives 20 units of radiation per hour, a person standing two meters away receives only five units per hour — twice as far means one-fourth as much exposure.

Shielding: Because radiated particles and energy interact with atoms and molecules, any material placed between the source of radiation and a person reduces the amount of radiation exposure.

Not all materials reduce exposure to high penetration radiation (gamma or neutron) — but even a thin layer stops alpha and beta particles. Denser materials generally act as a more effective shield against high penetration radiation. Effective shielding materials include lead, steel, water, and polymers (plastics and other long molecule substances).

One type of protection is the radiation exposure (radsafe) suit. The name radsafe suit is actually a misnomer, because, while it does provide complete protection from alpha and beta radiation exposure, it does little to reduce gamma and neutron levels. The radsafe suit is composed of several layers of rubberized material integrated with a natural fiber material such as cotton. This makes the suit airtight (but not usable as a vacc suit) and washable (making decontamination easier).

Because the suit cannot "breathe", it becomes very uncomfortable after a short time. The suit has a self-contained air supply that lasts for four hours. The radsafe suit is available at TL 6, is six liters in volume, weighs two kg and costs CR600. When combat environment suits become available, they are preferred over radsafe suits because of their heat exhaust capabilities. Regardless of their problems, radsafe suits do provide some shielding, and some is always better than none.

RADIATION EXPOSURE TASKS

In order to translate all of this into game terms, we must define some tasks. Because most adventures only cover a few days to a few months, the short-term effects of radiation exposure will be the most frequently encountered.

If a character with a considerable cumulative exposure lives for several game years, the referee may want to implement long-term effects. Then again, if the character has been lucky enough to survive that long, he probably has been lucky enough to avoid the detrimental long-term effects of radiation exposure.

Short-Term Effects (Radiation Sickness): Low total exposure usually causes nausea, vomiting, headaches, and dehydration. Higher total exposure can cause blood changes, hair loss, and open sores. Very high total exposure usually brings death within a short time — the higher the total, the quicker death occurs.

Long-Term Effects: A variety of long-term effects are possible: the greater the total exposure, the greater the possibility of manifesting a long term effect.

Not everyone exposed to radiation on a long-term basis suffers the same effect. Long-term effects usually come from atomic bombardment altering the individual's genetic code. Common effects include: sterility, cancer, leukemia, and birth defects in the offspring. Mutations are also a common long-term effect of radiation.

It should be understood that, contrary to much popular fiction, large mutations would only be evident in offspring, *not* in the recipient of the exposure. For the receiving individual himself to mutate, a massive number of cells must have their genetic code altered in *exactly the same way*! Radiation is too random for this to occur naturally, and the amount of exposure required to change that many cells would be lethal. Offspring may be affected because reproductive material is usually a single cell.

Another factor to remember when discussing mutations: most mutations are fatal. Mutated individuals which do survive are frequently sterile — only on rare occasions does the new genetic trait get passed on to future generations.

TREATMENT

Depending on the tech level, various methods of treatment are available.

Below Tech Level 9: Perhaps one of the worst things about radiation sickness at low tech levels is that only

syptomatic treatment exists. Such treatment includes bed rest, replacement of lost fluids, and administration of pain killers. Severe cases may require transfusions to replace blood loss and antibiotics to supplement a weakened immunity system. Beyond treating the symptoms, about all that can be done at tech level 8 and below is to let the body repair what damage it can. This repair, however, can be accelerated by the use of medical slow drug.

Tech Level 9: A drug appears that can combat the effects of radiation sickness by combining with ionized atoms and removing them from the body. Commonly called *anarad,* this drug mixture also contains anti-nausea agents. Since the body automatically eliminates the effective ingredients of anarad in a short period of time, it is common practice to take this medication just before an expected high exposure to radiation, or just after such an exposure occurs.

Combat troops in a dirty war, engineers who may have to work on radioactive equipment, miners of radioactive ore, and starship medics all typically maintain a supply of anarad. Because it contains ionized atoms, anarad is not recommended for casual use.

Anarad-9 costs Cr200 for 40 doses, with each dose lasting eight hours.

Tech Level 11: A retrovirus treatment called retrorad is developed that can directly repair radiation cell damage, but it is effective only if the radiation exposure was not lethal. Retrorad is not quick-acting enough to repair body damage from lethal radiation exposures.

The disadvantage is that the retrorad treatment takes time to prepare. An individual with medical skill must take some of the patient's cells and grow the retrovirus — a process which can take from 6 to 36 hours. In the meantime, the patient's condition must not have so deteriorated that it is too late for cell repair to make a difference.

The rate at which retrorad works depends largely on the level of radiation damage that has occurred. Typical healing periods vary from 3 to 30 days.

Retrorad-11 costs Cr5,000 for one dose, which is often enough if administered in time.

Tech Level 12: Growth quickening plus improved retrovirus techniques result in fast retrorad. Fast retrorad makes it possible for some individuals to actually sustain a lethal radiation exposure and survive. Of course, the treatment must be administered very soon after the exposure, or the technique does not work.

Like retrorad, fast retrorad must be custom grown using the patient's own genetic material, but fast retrorad can be produced in a fraction of the time. Fast retrorad can be produced by an individual with medical skill in 6 to 36 minutes.

The healing period for fast retrorad is also much shorter. Typical healing periods vary from around five hours to four days. Fast retrorad-12 costs Cr15,000 for one dose, which usually is enough.

Tech Level 14: Retrorad shield becomes available. With retrorad shield, the retrovirus lies dormant until triggered by a dangerous level of radiation, at which point the retrovirus plus an anarad-like flushing enzyme automatically go to work repairing the cell damage on the spot and quickly flushing any residual radioactivity from the body.

With retrorad shield, the individual may never get radiation sickness at all — that is, unless the radiation exposure level exceeds the ability of the retrorad shield to repair the damage before it accumulates.

Retrorad shield, however, must be renewed periodically, since the body's natural hormones tend to degrade the shield's chemical integrity over time. Most retrorad shield treatments will last up to seven days.

Like all retrorad treatments, the patient must donate genetic material for an individual with medical skill to use in preparing the medication.

Because of its expense, retrorad shield is primarily used by individuals when they have no other choice but to expose themselves to hazardous levels of radiation.

Retrorad shield-14 costs Cr20,000 per dose.

CONCLUSION

Obviously, nuclear radiation in large amounts can be hazardous to one's health. Everyone, however, is exposed to small amounts because of background radiation. Occupational exposure is part of many jobs in an advanced society, and is typically kept to a safe level. Radiation will be a part of the lives of all characters — the best key to remaining healthy is to minimize exposure.

DEFINITIONS

Source: A radioactive emitter, commonly of a known strength, for scientific, medical, or industrial applications.

Radiation Area: A controlled but accesssible area in which there is present a source of radiation emitting up to 0.1 units an hour. (Most interstellar governments require that a radiation area be clearly marked.)

High Radiation Area: A controlled but accesssible area in which there is present a source of radiation emitting over 0.1 units an hour. (Most interstellar governments require that a high radiation area be clearly marked.)

MEGATRAVELLER STEP CHARTS

The following pages contain rules step charts for handling the effects of radiation in an adventure.

Be aware that these rules are very detailed, and are appropriate only in an adventure where radiation exposure plays a major part. Otherwise, these rules do nothing but bog down the adventure action. A brief set of rules, step 1A, can be found at the end of the rules chart.

SUMMARY OF PROCEDURE

Use this procedure to determine the effects of a potentially hazardous radiation exposure and to apply treatment for that radiation exposure.

- Determine lifetime prior radiation exposure if not known (step 1).
- Look up the basic exposure rate for the given radiation source (step 2).
- Compute total radiation exposure using duration of exposure (step 3).
- Reduce total exposure according to distance from source (step 4).
- Reduce total exposure according to shielding between character and source (step 5).
- Roll a "to avoid" task to determine potential mishap level sustained by character (step 6).
- Based on mishap level, roll for actual damage to character (step 7).
- Treat radiation damage (step 8).

RADIATION EXPOSURE AND TREATMENT

1 COMPUTE PRIOR EXPOSURE

Perform this step once for each character. If the character in question has already performed this step, proceed to step 2.

All characters will have received some radiation in their lifetimes from their surroundings (background radiation). In addition, some will have received exposure because of their work (occupational exposure). The sum of these two gives a character's lifetime prior exposure.

Background Exposure: Take the actual age of the character (not the apparent age) and divide by 10 to get the number of units of background exposure to date.

Occupational Exposure: All military personnel, all spacefaring personnel, and anyone with engineering skill must roll 2D to determine the units of occupational exposure.

Optionally, as a part of character generation, any military character who fails a survival roll by 4 or more can add 1Dx25 units of exposure for that half term. This represents receiving a large exposure from an attack involving nuclear weapons and getting radiation sickness. His high level of exposure would make any additional exposure too risky, so the character has mustered out early.

Lifetime Prior Exposure: Add both background exposure and occupational exposure units together to get the lifetime prior exposure. Any future exposure incurred during the game increases this value.

3 COMPUTE TOTAL EXPOSURE

If the exposure was from an instantaneous source, skip ahead to step 4. Otherwise, multiply the basic exposure by the time duration, yielding the total exposure.

Notes: The time duration either comes from a task roll which involves an exposure to radiation or from the length of time it takes to travel through a radioactive area.

To convert units per minute to units per second, multiply by .017. To convert units per day to units per month, multiply by 30.

4 APPLY DISTANCE EFFECT

If the radioactivity is spread over the entire location, distance is not a factor — skip ahead to step 5. Such areas include (but are not limited to): a nuclear blast area, an area of fallout, or the interior of a power plant.

2 LOOK UP BASIC EXPOSURE

Using the table below, determine the basic radiation exposure. This basic exposure will be modified by duration, distance, and shielding to arrive at the actual effective radiation exposure undergone by the character.

POWER PLANTS

Shielded Fission	*Min*	*Hour*	*Day*	*Year*
Active plant	—	—	—	1
Radioactive waste	—	—	—	1
Unshielded Fission	*Min*	*Hour*	*Day*	*Year*
Inactive plant	—	—	2*	800*
Active plant	20*	1K*	24K*	8M*
Radioactive waste	—	1*	24*	8K*
Shielded Fusion	*Min*	*Hour*	*Day*	*Year*
Active plant	—	—	—	1
Unshielded Fusion	*Min*	*Hour*	*Day*	*Year*
Inactive plant	—	—	2	800
Active plant	20	1K	24K	8M

MISCELLANEOUS SOURCES

Source	*Min*	*Hour*	*Day*	*Year*
Radioactive atmosphere (note 1)	10	500	12K	4M
Cosmic radiation (note 2)	—	—	3*	1K*
Ion storm	2*	100*	2K*	800K*
Mining radioactive ores	—	—	—	1*
Making radioactive parts	—	—	—	1*
Background (note 3)	—	—	—	0.1*

INSTANTANEOUS SOURCES

Medical treatment (note 4)	
Particle beam weapon strikes (note 5)	10K(I)
Nuclear explosions (note 6)	
Primary blast radius	6K(I)
Secondary blast radius	600(I)
Tertiary Blast Radius	60(I)

NUCLEAR EXPOSION AFTERMATH

Source	*Min*	*Hour*	*Day*	*Year*
Induced radiation (note 7)	120*	6K*	150K*	30M*
Fallout (note 8)	—	1*	(note 8)	

Symbols: — = insignificant; K = x1000; M = x1,000,000; * = double if not in a sealed environment (extra exposure of alpha or beta that would otherwise have been blocked); (I) = instantaneous radiation release less than one second in duration.

Note 1: Represents the minimum: may be 1D times stronger on some worlds.

Note 2: Radiation belts could increase this up to 1,000 times.

Note 3: The minimum: can be up to 10 times more (Terra is about 1 unit per year).

Note 4: Exposure varies from .01 to 0.1 units per x-ray series. Extensive treatment may result in an exposure of 1+ units. Since an X ray is considered to be a deliberate instantaneous exposure, the factors of duration, distance, and shielding do not apply.

Note 5: Includes meson weapons. Multiply by UCP factor to determine total amount. These values are instantaneous: consult only the distance and shielding steps. Particle beam hits include the spacecraft hull as shielding, meson hits do not.

Note 6: Units of instantaneous exposure for a predefined distance, therefore only shielding alters these values. Anyone within the primary blast radius is destroyed by the blast, so the radiation burst may be only a secondary consideration. Blast radii can be found in *Striker* or *Journal of theTravellers' Aid Society 23;* listings in these two references use a scale 1 cm = 10 meters.

Note 7: Areas of nuclear explosion have induced radiation near the blast crater. This radiation decreases in emission level over time after the blast. For every year after detonation, reduce remaining emission level by half. For example, after two years, the level would be 1.5K* units per hour (6K* x .5 x .5 = 1.5K*). The exposure level in the year column includes a gradual reduction of emission level over the year.

Note 8: The hourly rate represents a minimum value: actual strength may be up to 100 times as much. For daily rates, the referee must recompute a new rate each day. Because the radioactive substances in fallout decay quickly, emission drops by half for each day after the explosion.

Otherwise, the basic exposure table from step 2 indicates the level of exposure at a standard distance of 1–5 meters (short range). To find the effect of increased distance, divide the total exposure from step 3 by the factor shown below, based on the distance from the source.

Range	*Factor*
Medium	5
Long	50
Very long	500
Distant	5K
V distant	50K
Regional	500K
Continental	5M
Planetary	50M
Far orbit	500M
Extreme orbit	5,000M

Notes: K=1,000; M=1,000,000.

5 APPLY SHIELDING EFFECTS

Shielding effects can come in two different ways: from personal armor being worn, and from the wall or hull of the craft or structure the individual may be in.

5A SHIELDING FROM PERSONAL ARMOR

To find the effect of personal armor shielding, divide the effective exposure from step 4 by the factor listed below for the type of shielding. If the individual is also inside a craft or structure, proceed then to step 5B.

Shielding Factor	
Vacc suit	
TL 8-11:	1.1
TL 12-13:	1.2
TL14-15:	1.4
Hostile env vacc suit	
TL 8:	1.2
TL 9:	1.4
TL 12:	1.6
TL 13:	2.0
TL14:	2.5
Radsafe suit	
TL 6:	1.1
Combat env suit:	
TL 10:	1.1
Combat armor:	
TL 11:	1.4
TL 12:	2.0
TL 14:	10.0
Battle dress:	
TL 13:	2.0
TL 14:	10.0

5B SHIELDING FROM WALL/HULL ARMOR, part 1

Convert the thickness of the wall or hull to an equivalent value in centimeters, then proceed to step 5C.

For armor, refer to step 9 of basic hull design in the *Referee's Manual*. Find the mod that corresponds to the armor value of the material. Multiply the mod by the value listed below for the appropriate armor type to obtain thickness of armor in centimeters. This process can be used to determine the thickness of any craft hull.

Armor Type	*Value*
Soft steel	1.25
Hard steel	1.00
Composite laminate	0.50
Lightweight composite laminate	0.50
Crystaliron	0.25
Superdense	0.14
Bonded superdense	0.07
Coherent superdense	0.03

5C WALL/HULL SHIELDING, part 2

Divide the radiation exposure by the shielding factor of the wall or hull armor to get the effective exposure.

The shielding factor for any given armor is based on a standard thickness. .Each standard thickness gives a shielding factor of 10. For each standard thickness, multiply the shielding factors together — thus two standard thicknesses produce a shielding factor of 10x10, or 100, for example. For less than one standard thickness, just use a flat shielding factor of 3.

Example: A 5-cm thick wall of bonded superdense has a shielding factor of 10,000,000 (5 + 0.7 = 7.14, or just 7. Then 10 multiplied together 7 times = 10 million).

Material	*Standard Thickness*
Wood	100 cm
Water	60 cm
Plexiglass	60 cm
Earth	40 cm
Concrete	30 cm
Rock	30 cm
Leaded glass	15 cm
Soft steel	10 cm
Hard steel	10 cm
Composite laminate	10 cm
Lt wt composite laminate	10 cm
Crystaliron	6.5 cm
Lead	2.0 cm
Superdense	1.4 cm
Bonded superdense	0.7 cm
Coherent superdense	0.3 cm

Note: Because of the molecular properties of bonded and coherent superdense, much less material is needed than would be indicated by relative densities.

6 COMPUTE EFFECTIVE EXPOSURE

To determine final effective exposure, add the final computed exposure from step 5 to the previous total exposure for each individual.

RADIATION EXPOSURE & TREATMENT

7 RADIATION EXPOSURE TASKS

When using these tasks, remember that radiation exposure is cumulative, so the task must be based on the final effective exposure computed in step 6.

Exposures of less than 50 units do not require a task roll.

To avoid dmg from under 100 units:
Simple, End (fateful)
Referee: Individuals who have taken retrorad shield within the last week automatically succeed at this task.

To avoid dmg from 100+ units:
Routine, End (fateful)
Referee: Individuals who have taken retrorad shield within the last week automatically succeed.

To avoid dmg from 300+ units:
Difficult, End (fateful, hazardous)
Referee: Individuals who have taken retrorad shield within the last week automatically succeed. On failure, roll 3D mishap; on success, roll 1D mishap.

To avoid dmg from 400+ units:
Formidable, End (fateful, hazardous)
Referee: Individuals who have taken retrorad shield within the last week automatically succeed at this task.
On failure, roll a 4D mishap; on success, roll a 2D mishap.

To avoid dmg from 600+ units:
Impossible, End (fateful, hazardous)
Referee: For individuals who have taken retrorad shield within the last week, make this task Simple and not hazardous.
For those who haven't taken retrorad shield: on failure, roll a 5D mishap; on success, roll a 3D mishap.

To avoid dmg from 800+ units:
Impossible (23+), End (fateful, hazardous)
Referee: For individuals who have taken retrorad shield within the last week, make this task Routine. For those who haven't taken retrorad shield: on failure, roll a 6D mishap; on success, roll a 4D mishap. With this much exposure, without retrorad shield, death is likely.
For each 200 units over 800, increase the mishap table rolls by 1D. So for 1,000 units, the failure mishap damage roll goes to 7D, the success mishap damage becomes 5D, and the mishap roll for retrorad shield becomes 4D.

8 DETERMINE SPECIFIC DAMAGE RESULTS FOR RADIATION EXPOSURE

Because radiation exposure produces specific types of damage in a certain way, refer to the table below after the level of damage has been determined from the previous step.

Dmg Level	*Effect*	*Onset and Duration*
Superficial	1D divided between Str, Int	Symptoms start in 1-6 hours and last 1 day if exposure is under 100 units, or last 2 days if exposure is 100+ units.
Minor	2D divided between Str, Dex, Int	Same as superficial
Major	Apply minor damage, then 3D divided between Str, Dex, End, Int	Symptoms start in 2D days if exposure is under 300 units or in 1D days if exposure is 300+ units. Symptoms last 1D weeks, then effects of minor damage return for 1D months.
Destroyed	Apply minor and major damage.Subtract 1 per day from each of Str, Dex, End,and Int until death occurs.	Same as minor and major damage. Death occurs when Str, Dex, End, and Int all reach 0.

Note: For an exposure of 1,000+ units and a destroyed result, death is in 1D days. If the exposure is 6,000 units or more, death is in 3D minutes.

9 TREATMENT OF DAMAGE

The following task allows treating damage caused by radiation:

To treat radiation damage:
[difficulty], Medical, Edu, [varies]
Referee: Consult the table below for treatment difficulty and time duration.

Damage Lvl	*Difficulty*	*TL*	*Time Incr*	*Healing**	*Comments*
Superficial	Simple	5+	1 min	x1	Bed rest
		9+	6 sec	x0.5	Anarad treatment
		11+	2 hrs	x0.5	Retrorad treatment†
		13+	2 min	x0.1	Fast retrorad treatment†
Minor	Routine	5+	1 min	x1	Bed rest
		9+	6 sec	x0.5	Anarad treatment
		11+	2 hrs	x0.5	Retrorad treatment†
		13+	2 min	x0.1	Fast retrorad treatment†
Major**	Difficult	5+	2 min	x1	Bed rest
		11+	2 hrs	x0.5	Retrorad treatment†
		13+	2 min	x0.1	Fast retrorad treatment†
Destroyed**	Formidable	5+	2 min	x1	Bed rest
		11+	3 hrs	x0.5	Retrorad treatment†
		13+	3 min	x0.1	Fast retrorad treatment†

*Healing is a factor applied to the duration of symptoms given in step 8, above. The factor indicates how much a successful treatment shortens the symptom period.
**Organ replacement or regeneration may also be used as treatment in some cases.
†Successful retrorad treatment reduces the additional cumulative exposure to a mere 1 unit. Retrorad actually repairs cell damage caused by recent radiation exposure.

RADIATION EXPOSURE & TREATMENT

1A QUICK RADIATION EXPOSURE

When the full-blown rules do not seem justified, use the following simplified radiation exposure sequence:

- Select a radiation exposure using the table below as a guide (most hazardous exposures are strong).

EXPOSURE EQUIVALENTS

Fatal Source:	500,000+ units
Dangerous Source:	50,000 units
Strong Source:	5,000 units
Moderate Source:	500 units
Faint Source:	50 units

- Reduce exposure according to distance from radiation source:

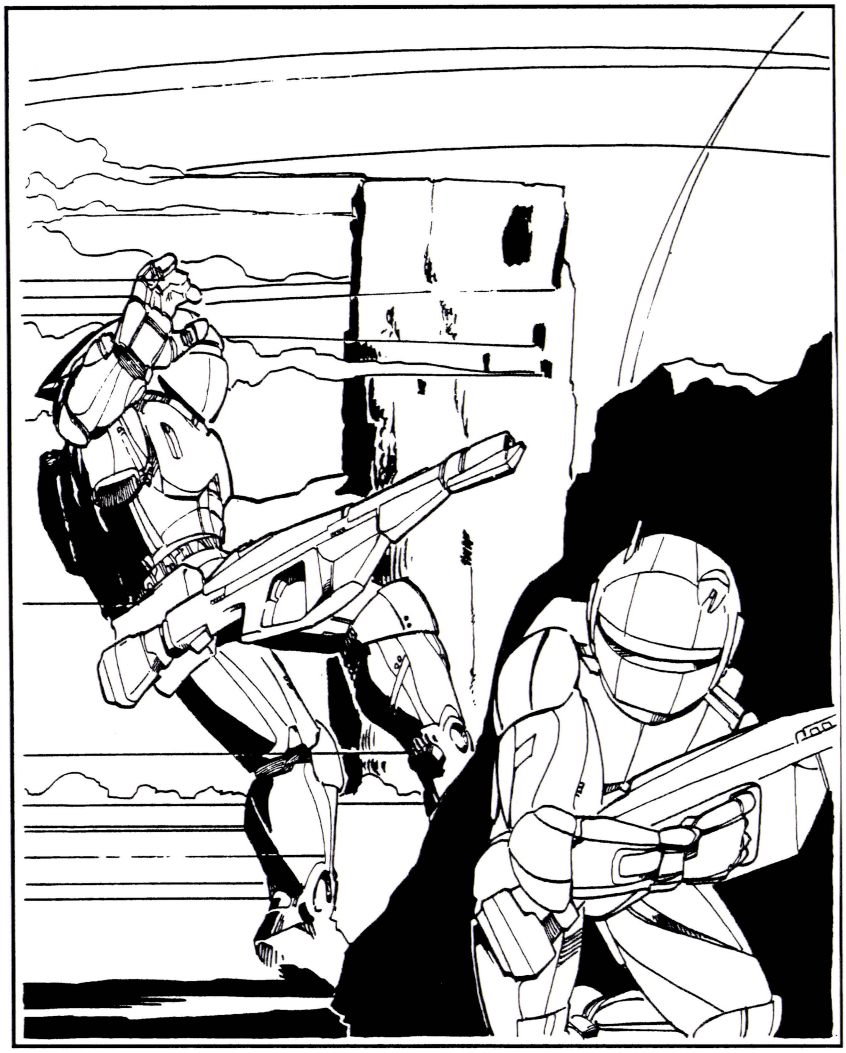
Range	*F*	*D*	*S*	*M*	*f*
Med	F	D	S	M	—
Long	F	S	M	f	—
VLong	F	S	f	—	—
Dist	F	M	—	—	—
VDist	F	M	—	—	—
Rgnl	D	f	—	—	—
Cont	D	—	—	—	—
Planet	D	—	—	—	—
FarOrb	S	—	—	—	—
ExtOrb	S	—	—	—	—
Interpl	M	—	—	—	—
Systm+	f	—	—	—	—

Key: F=fatal, D=dangerous, S=strong, M= moderate, f=faint, —=no effect.

- Reduce exposure according to the sum of the shielding armor factors:

Armor	*F*	*D*	*S*	*M*	*f*
5	F	D	S	M	—
10	F	D	M	f	—
20	D	S	M	f	—
30	D	S	M	f	—
40	D	S	M	f	—
50	D	S	M	—	—
60	D	S	M	—	—
70	D	S	M	—	—
80	S	S	M	—	—
90	S	S	M	—	—
100	S	S	f	—	—
110	S	M	f	—	—
120+	S	M	f	—	—

- Get a percentage by rolling 2D-2 and multiplying by 10. Use the result as the actual percent of the final radiation exposure received. For example, if the final exposure was moderate, and the percent roll yielded 70%, then the character received 500x0.7 or 350 units.
- Proceed to step 7 as usual.



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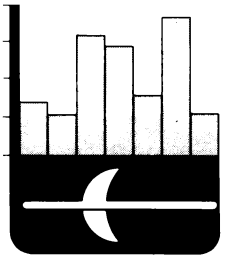


Survey Sweepstakes

TRAVELLERS' DIGEST 15

Let us know what you think! Photocopy the survey below, fill it out for the articles you read, and send it to: TD15 Survey Sweepstakes, 8979 Mandan Ct., Boise, ID 83709. Three names will be chosen at random to win an autographed copy of World Builder's Handbook. Deadline for entries is June 15, 1989.

	Didn't Read	Not Useful	Somewhat Useful	Very Useful
Editor's Digest	☐	☐	☐	☐
Feature Adventure: Krimm's Paw	☐	☐	☐	☐
Mega Adventure: Mistaken Identity	☐	☐	☐	☐
Beginner's Luck	☐	☐	☐	☐
Library Data: Daibei Sector	☐	☐	☐	☐
System Survey: Glisten	☐	☐	☐	☐
Traveller Q&A	☐	☐	☐	☐
Tech Briefs: Drop Capsules	☐	☐	☐	☐
Gaming Digest: Children	☐	☐	☐	☐
Medical Digest: Nuclear Radiation	☐	☐	☐	☐
Traveller Arsenal	☐	☐	☐	☐
Rebel Reporter: The Real Strephon	☐	☐	☐	☐
2300AD: The LC-20	☐	☐	☐	☐

Name and Address:

FOR OUR INFORMATION

1. Quality of Cover Art:
☐ Excellent ☐ Good ☐ So-so

2. Quality of Interior Art:
☐ Excellent ☐ Good ☐ So-so

3. How many science fiction conventions do you attend per year? ☐ 2+ ☐ 1 ☐ None

4. How many gaming conventions do you attend per year? ☐ 2+ ☐ 1 ☐ None

5. Production costs on the Travellers' Digest magazine have increased greatly in the last 12 months. We have *never* increased the cover price on the Digest, *ever*. Yet we must finally do something to compensate for our increasing costs. Which would you rather see us do?

☐ **Option 1:** Keep the magazine as is and raise cover price to $4.95.

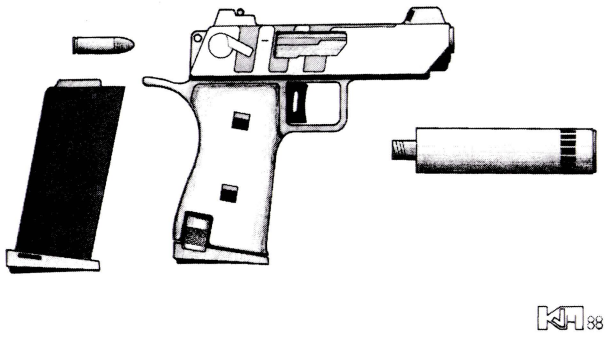
☐ **Option 2:** Drop page count to below 40 and keep cover price at $3.95.

☐ **Option 3:** Adopt a less frequent, but more deluxe format: come out twice a year at 100+ pages per issue, include lots of nice art, maps, and deck-plans (some in color), plus add our new feature "Marc Miller's Battles of the Rebellion" (a complete game with a 17x22 color map), all with a new cover price of $12.95.

☐ **Option 4:** Option 3, but four times a year, instead of twice a year.

Comments:

BODY PISTOL



KH88

Tech Level 8 version illustrated

NOTES:

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
○	8	body pistol (5mm)	0.2 kl	0.2 kg	Cr500
○	9	body pistol (5mm)	0.1 kl	0.1 kg	Cr600

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Danger Space	Weight	Price
○	8	6 rds	bullet	med	med/R	—	0.05 kg	Cr20
○	9	6 rds	bullet	med	med/R	—	0.04 kg	Cr30

med sig=some light/noise generated; easy to spot if fired in darkness;
med recoil=causes disorientation if fired in a zero-g environment;
/R indicates rapid fire possible.

AMMO USAGE RECORD (OPTIONAL)

Each square represents one round

○ TL8: ☐☐☐☐☐

○ TL9: ☐☐☐☐☐

DESCRIPTION

The body pistol is made almost entirely of high-strength polymer resin materials, reinforced with carbon monomer fibers, making the pistol extremely lightweight and most difficult to detect.

The body pistol is only about 0.1 m long and is coated with a non-reflective finish. Illustrated is the tech level 8 Delgado PC-5, shown with a spare magazine and low-efficiency silencer.

Accessories such as extended magazines, detatchable stocks, aiming devices, custom sights and grips, and so on are available, but such additions merely detract from the gun's concealability while not significantly improving performance.

Higher tech levels decrease weight even further.

TASK LIBRARY

Round	Max Range	C*	S*	M*	Hit Dmg
bullets	Med (25m)	S/0	R/0	D/0	3

*for the range given, hit difficulty/penetration is listed.

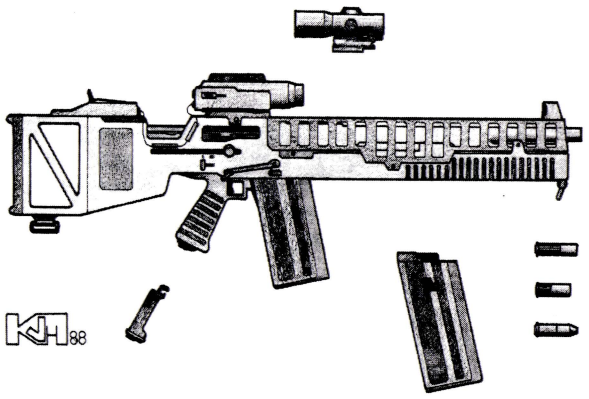
To repair a damaged body pistol:
[varies], Mechanical, Dex, [varies]

Referee: Difficulty depends on the damage level of the pistol: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage ..... 1 min
minor damage ..... 5 min
major damage ..... 2 hrs
destroyed..... 4 hrs

For field repair, double the time increment, in addition to other standard increases.

AUTOSHOTGUN



Tech Level 9 military version illustrated

NOTES:

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
○	7	autoshotgun, civilian	4 kl	4 kg	Cr500
○	9	autoshotgun, military	4 kl	3.5 kg	Cr750

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Danger Space	Weight	Price
○	7	10 rds	pellets	high	med	1.5m	1.5 kg	Cr20
		10 rds	bullets	high	med	1.5m	1.4 kg	Cr20
		10 rds	tranq	high	med	1.5m	0.5 kg	Cr50
		10 rds	gas	high	med	3.0m	0.9 kg	Cr75
○	9	20 rds	pellets	high	med	1.5m	3.0 kg	Cr50
		20 rds	bullets	high	med	1.5m	2.8 kg	Cr50
		20 rds	tranq	high	med	1.5m	1.2 kg	Cr100
		20 rds	gas	high	med	3.0m	1.5 kg	Cr150

high sig=lots of light and noise generated; easy to spot when fired;
med recoil=causes disorientation if fired in a zero-g environment.

AMMO USAGE RECORD (OPTIONAL)

Each square represents one round

○ TL7:

○ TL9:

DESCRIPTION

Widely used for close combat, the autoshotgun exists in many varieties. Shown here is the tech level 9 Luftstahl Industries M421. Ammunition is fed from a box magazine inserted into the underside of the weapon ahead of the pistol grip.

The barrel is covered by a thermal sleeve designed to bleed off the heat of firing through the ventilated barrel cover. A cleaning/clearing tool is stored inside the hollow grip. The M421 is the military version of the shotgun, fitted with a 400mm barrel and a laserpoint sight, capable of full automatic fire.

A civilian model, the Luftstahl Mk.9, is also in production, capable only of semiautomatic fire (fed from a lighter 10-round magazine) with a 600mm barrel.

Many prefer a shotgun as their weapon of choice for use aboard spacecraft and sealed installations. Shotgun ammunition has a low penetration value, thereby doing less damage to walls and hardware.

TASK LIBRARY

Round	Max Range	C*	S*	M*	Hit Dmg
pellets	Med (100m)	R/1	R/1	D/0	4
bullets	Med (100m)	R/3	R/3	D/1	4
tranq	Med (100m)	R/–	R/–	D/–	1
gas	Med (100m)	R/–	R/–	D/–	1

*for the range given, hit difficulty/penetration is listed.

To repair a damaged autoshotgun:
[varies], Mechanical, Dex, [varies]

Referee: Difficulty depends on the damage level of the shotgun: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage ..... 2 min
minor damage ..... 10 min
major damage ..... 3 hrs
destroyed..... 6 hrs

For field repair, double the time increment, in addition to other standard increases.

The "Real" Strephon

THE REBEL REPORTER
—by Gary L. Thomas

In this issue, we reprint a recent press release from the "real" Strephon, the man who claims to have escaped Dulinor's hail of bullets only a year ago. Whether the "real" Strephon will be able to carry out the political and military threats he makes here will perhaps prove the legitimacy of his claims in the years to come.

Citizens of the Imperium, it is with considerable consternation that we view the Imperium over the last few months. Dulinor, whom we once counted as among our closest friends, has made accusations against us that bear witness to a shocking misunderstanding of how Imperial government works. Lucan, our usurping nephew, has similarly acted to fuel his own appetite for self-aggrandizement. Other claimants to our throne have ignored us, for the most part, content to split up the Imperium among themselves as if it were some petty loot garnered from piracy.

This situation will not last long, for many honest and loyal citizens have come to see the truth of our person, and those nobles who are willing to investigate our claims are daily coming over to our side and the side of the Imperium. Let us explain for you how it can be that Dulinor's hatred for the Imperium that we love somehow missed its mark and left us unscathed.

THE ROLE OF THE EMPEROR

The emperor is the Imperium, and the Imperium is the emperor. Without the emperor, the Imperium is shattered and lifeless, lacking a head to guide its many limbs.

Yet we, as emperor, are only a focal point, and it would be impossible for us to rule the Third Imperium alone. To assist us in our duties we have countless advisors, experts in every field who helped us in making the decisions that kept the Imperium peaceful and prosperous for many years.

Many of our aides were powerful members of the Moot; others were civilians who humbly shared our devotion to the Imperium.

We have 11,000 worlds to care for, and the day-to-day management of the Imperium's affairs requires our guiding hand but not our minute interference in every detail. Our ancestors discovered long ago that many of the Imperial duties could be handled by their assistants, acting under their authority as properly vested by them.

CEREMONIAL EMPERORS

When a new Naval base is completed close to Capital, it is with some reason that citizens expect the emperor to make an appearance at the dedication. But it is also with good reason that they expect the rest of the Imperium to continue to run smoothly.

When a delegation of citizens travels to Capital to present a petition to the emperor, it is important that their voices be heard, but at the same time it is not always possible that the other business of the emperor be interrupted for such an audience.

The solution to both of these problems is the use of "ceremonial emperors". The practice started with Paulo I; since his time, every emperor has used properly trained stand-ins to fulfill simple ceremonial roles. The number of such "emperors" has varied from time to time: Tomutova II had 18, many had only one or two. We had four: a clone, a robot, and two surgical lookalikes. Dulinor killed one of the lookalikes. We do not know what Lucan has done with the other three.

But is it altogether proper that the role of the emperor be subsumed by such an interloper? Dulinor makes this charge even while he uses such stand-ins himself as archduke. He acts as though the person of the emperor is somehow degraded by this. Is the person of the emperor degraded by hiring someone to assist him in speechwriting? Is the person of the emperor degraded by sending authorized emissaries to conduct simple negotiations? Of course not.

The stand-ins were not chosen because they looked like us. They were chosen for their abilities, and then *made* to look like us. They acted by our authorization, with the constant advantage of the presence of close advisors by electronic means. There was no action that any of them made that we had not authorized them to make, or that we would not have made under the same circumstances.

THE IMPERIAL THRONE

Those who still doubt us should know that the Imperial Palace has four identical throne rooms, where the official maps show only one. Visitors who come to see us are ushered into one of these, and they see us or one of the ceremonial emperors, depending upon the nature of their business. Any conversations transacted by our stand-ins were recorded and summarized for our final approval later.

All knighthoods and granting of Imperial nobility are performed by us, because the ability to grant these things cannot be delegated to any other person.

We can only suggest to those who want to see these throne rooms that they travel to Capital, and force their way in. Sadly, Dulinor and our disloyal nephew have preceded them in this brutery, and might object to anyone following their example.

Besides these evidences, one need only check the Imperial calendar of our appearances. One will easily discover that we were apparently capable of appearing in two places at the same time as well as travelling at speeds exceeding jump-6.

THE MURDER

As occasionally happens, we were called away from Capital in early 1116, on military business that we cannot divulge. The negotiations with the Aslan trade delegation had been planned out in minutest detail by my advisors and myself, and there was no need to be personally present to greet the Yerlyaruiwo ambassador when he arrived.

Thus it was that when Dulinor burst into the room, he did not kill us, the real emperor of the Third Imperium, but instead gunned down a stand-in. The rashness of his actions can be seen from the fact that he also murdered the Aslan ambassador.

Our greatest regret is that our dear wife and child were there at the time. It has never been the habit of any Imperial household to use stand-ins for anyone other than the emperor himself.

PLANS FOR THE FUTURE

The coming days are dark for the Imperium, but the dawn is close at hand. We have sent our own personal emissaries to our closest friends and supporters, with the sigils of our identity. There are certain conversations we had with these nobles, conversations that were not shared with any ceremonial emperor, and never recorded for any other eyes but our own. Those to whom we have sent our greetings will recognize these as proof that we are the real Strephon Alkhalikoi, emperor of the Third Imperium by right of descendancy from our father Paulo III.

Soon, very soon, those nobles loyal to the Third Imperium will rise up with one voice, proclaiming that we are not dead, and the Imperium will be reunited under its proper ruler.

Meanwhile, we will take action to restore ourselves to our throne. We were not emperor for 45 years without learning a great many things about the military capabilities of the Third Imperium, and there is knowledge that we have that is not known to our enemies within and without. Those who are first to support us will suffer the least in the coming restructuring: we will have to rebuild the Imperium much as Cleon Zhunastu did over a thousand years ago.

Citizens in the Shattered Imperium, we leave you with a simple question: are your lives better now, under the rebellious rule of Dulinor, or Lucan, or whichever interloper has played out his hand to seize our throne where you live? If you are happier, then continue with what you are doing: we can ask no favor from you.

But if you are not living in peace, not living in prosperity, not living in the security that the Third Imperium brought you for a millenium, then we beg of you that you fight every day to restore it to its proper place in the galaxy. Fight to put the real Strephon on the throne of the reunited Third Imperium.•

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SHIPS OF THE AMERICAN ARM

LC-20 LANDING CRAFT

—By C. W. Hess and Vincent B. King

The LC-20 is one of the older series of vessels in the ASF inventory, first introduced in early 2240 to be used by the American Space Forces to transport troops and equipment into hostile planetary areas. Since its introduction, each ship of the class has gone through a major overhaul and has been refitted to its current design. Measuring 36 meters long and 10.2 meters wide, and massing roughly 370 tons, the landing craft is one of the largest vessels to be classed as a small craft. The vessel is capable of transporting up to four armored vehicles or a completely equipped Marine rifle company with plenty of room to spare.

The designation LC-20 is actually the hull number of the first craft in the series. Presently, the ASF employs twelve of these small vessels for use in general military landing operations. These ships bear no official names and are normally referred to simply by their hull numbers LC-20 through LC-31. Built by Bremerton Aerospace Industries, the design of the vessel was approved for export, with several sold to Australia, and a few to various other nations. A number were also sold to the private sector.

DESIGN

The LC-20 bears a specialized hull design, well streamlined to allow for efficient atmospheric travel. As an interface craft, the vessel is equipped with a powerful set of thrusters linked directly to its MHD turbine power plant. It is also equipped with a set of six thrusters mounted on the underside, providing the craft with a very useful VTOL (Vertical Take-Off and Landing) capability, which allows the craft to be used in landings with or without an atmosphere.

An interesting feature of the craft, though one seldom used, is its ability to land in water. The LC-20 cannot deploy its cargo while sitting in water as its cargo compartment would flood. Any water taken on by the craft can easily be pumped out through the use of a gravity-dependent water draining system. The craft is also equipped with a small auxiliary propulsion system using jets of water to propel it at speeds of up to ten knots when sitting in calm seas. However, this system is seldom used and is often in disrepair.

The LC-20 normally carries a crew of four, though in non-combat situations it can easily be manned by a lone pilot. Each crewmember mans one of four cockpit stations located at the top of the craft. Each station contains an acceleration couch, a computerized control station, an individual access hatch, and enough normal life support to last for 16 hours, though recirculation pumps and filters can stretch this to almost two days.

The pilot and copilot sit side by side in a single cockpit with a separate armored exit hatch for each. The copilot's station has a full set of operating controls for the ship's turret-mounted mass driver gun and auto cannon. Aft of the pilots' cockpit are two gunnery stations, each operating one of the two remote antipersonnel weapons turrets. These stations are individual cockpits again with heavily armored exit hatches. A narrow crawlway connects each of the cockpit stations, leading from between the pilot and copilot all the way back and down to the ceiling of the cargo bay. Access hatches along the way open into the two gunnery cockpits.

The function of each of the four stations is quite flexible as each is actually a computer station with a built-in capability to act as any one of the other three stations aboard the lander. Control over station programming is controlled by the pilot who carries a small access key that allows him to select and assign the stations. Normally, however, stations are assigned as described above, with reassignment taking place only in case of damage or malfunction.

The craft is primarily a transport for carrying military cargo into a hostile or potentially hostile zone. As such, it is equipped with a large cargo bay 8.5 meters wide, 20.7 meters long, and 4 meters high. This allows the LC-20 to carry two sections of M-9s, M-17s, or M23s, for a total of four armored vehicles. Vehicles load and exit through a front mounted door/ramp which seals airtight when closed. Vehicles and other cargo are fastened to the floor by grapples which recess into the floor when not in use. The grapples and the door/ramp are controlled from the pilot's station and from a panel at the back of the bay.

The vessel is equipped with a small stutterwarp allowing the craft to travel relatively short distances with an efficiency rating of 1.77 unloaded. As the crew only has enough standard life support for 16 hours within their cramped accommodations, the vessel is not very useful for interstellar or even interplanetary jaunts. It is not impossible, however, for the craft to do this. Carrying additional life support, some sort of accommodations in the cargo bay, and possibly enough extra crew for a complete shift change, it can be done. However, this is somewhat dangerous as the vessel has no onboard maintenance facilities for its drives and powerplant.

There are as yet no major variants of the LC-20 in the American Space Forces arsenal. However, several unarmed versions were sold to private coporations for use as well-protected

TECHNICAL NOTES

Main Turret Armament
Burlington Mk20 12cm mass driver
Aimed Fire Range: 4,500m
Indirect Fire Range: 9,000m
Range Finder: +3
ROF: 1
Rounds Carried: 60
DP Value:80 (+ fragmentation burst radius = 10m); M491 three-barreled 30mm autocannon.

PDTAT Armament (2)
25mm autocannon similar to Type-12; GW-120 30mm auto grenade launcher mounted coaxially.

M491 Emerson-Betker (EB-30) three-barreled Autocannon
Type: 30mm three-barreled vehicle mounted autocannon
Country: America
Weight (Empty): 90kg less filled mount
Length: 240cm
Action: Single shot or bursts
Ammunition: 30 x 170mm fixed cartridge APHE
Muzzle Velocity: 1,250mps
Magazine: 150-round drum and 1,000-round hopper
Magazine Weight: 60kg drum 350kg hopper
ROF: 14
Aimed Fire Range: 1,200 meters
Area Fire Burst: 10(AFV=1)
Area Fire Range: 900m
DP Value: 8(+ fragmentation burst radius=5m)
Price: Lv2,700 (Lv50 for case of 100 rounds; Lv10 for empty drum; Lv25 for empty hopper)

M120 Auto Grenade Launcher (GW-120)
Type: 30mm vehicle mounted auto grenade launcher
Ammunition: Any 30mm propelled grenade
Magazine: 2 X 40-round internal hoppers (gunner can select from either magazine at will)
ROF: 2
Aimed Fire Range: 500m
DP Value: dependent on grenade used.

landers. Some of these have had their cargo bays modified to include survey sensors, labs, full-sized crew accommodations, extra fuel, and so on. Other craft are used by colonies such as Ellis for duties such as short-ranged armored supply transports.

Of the ships in service with the ASF, six are currently located at Vogelheim in the French Arm in preparation for military operations being staged there. The remaining six are rotated between basic duty stations at L-4, Mars, Ellis, and King. These are commonly transported by military cargo carriers or escorted between stations by fleet tenders.

Hayward-Callahan Corporation (HCC) has developed a prototype lander using advanced composite hull material, improved electronics, and third-generation stutterwarp and powerplant designs, and is presently courting military officials in hopes of convincing them to replace the LC-20s with the newer class of landers. No plans are in the works, however, and the LC-20s are expected to remain in service until well into the 2310s.

DECK DESCRIPTIONS

Main Cockpit:

The LC-20s main cockpit seats the craft's pilot and copilot in a side by side arrangement. Armored hatches over their heads have a hydraulic assist that helps to move these massive plates. Without some sort of assistance the crew would have a difficult time opening the hatches when the craft is in a gravity environment. Between the hatches is a hatch jettison control which uses small explosives to blow the hatch off.

In the event of an emergency, the pilot's and navigator's couches can be jettisoned. Both positions have the ability to seal themselves completely in a self-contained environment shell, providing limited life support and protection from high-speed air. The shells contain chutes, braking rockets, and flotation devices.

The arrangement of consoles is normally pilot station to the left and copilot/main gunnery station to the right. Changing this is an easy task, taking one action and requiring the pilot's computer access key. Possession of this key may also allow a skilled programmer to alter the crew stations' programming.

The pilot's station has full flight controls, nav radar and engineering readouts and full cargo bay controls for the door/ramp and cargo grapple release switches. The copilot's station can switch quickly between full piloting controls and gunnery controls.

Communications:

This set of electronic control systems is the heart of the ship's single tight-beam and broadband communications systems. The unit is located behind the copilot's cockpit station and is easily accessed from there.

Computer Subsystem:

The ship's main computer subsystem is primarily the control center for the four cockpit computer control stations. It contains the configuration programming for the four stations. The unit contains a basic access terminal which any experienced programmer can use to communicate directly with the computer system. This unit is normally locked, with access requiring the use of the pilot's computer access key.

Gunnery Cockpit (2):

The gunnery cockpit is a small cubicle containing a single acceleration couch surrounded by a large control panel. A small access hatch near the floor leads to an access passage connecting the cockpits and the cargo bay. A sliding hatch is positioned in the ceiling over the gunner's head. As with the main cockpit stations, the gunnery cockpit uses a computer station which is programmed to act like any one of the craft's four cockpit stations, at the selection of the pilot. A gunnery station normally controls one of the two point defense turrets located on the sides of the ship. These stations also eject with a support shell, as do the pilot's and copilot's.

Access Tube:

This passage is no more than a narrow tunnel roughly 0.75 meters in diameter connecting the main cockpit and the gunnery cockpits together and to the rest of the craft. At the aft end is an access panel leading to the main turret housing and a floor hatch leading into the cargo bay. This passageway has an airtight hatch at all exits. It is difficult to crawl through in a space suit; it is mostly intended for use by repair and maintenance technicians, and is not normally used by the ship's crew except in emergencies. Powered handholds are fitted into tracks along the tube's wall. By grasping these, the crew can be quickly transported through the tube's length — an especially useful feature during emergencies.

The LC-20 is a combat lander, and as such it is armed exclusively with anti-personnel and antivehicle weapons, carrying nothing that can be used against spacecraft or missiles. The craft is equipped with a single jack turret with enough internal space to mount twin lasers or a particle beam weapon with room to spare. However, the craft's power plant does not have a high enough output to provide sufficient energy for such additions and the craft would still need TTAs, sensors, and such. There are plans being considered to make these modifications to one of the craft in the series, the LC-30. This vessel is scheduled for a refit to serve as a new prototype with an estimated modification cost of approximately Lv2,000,000.

Existing unmodified LC-20s are equipped with a single 12cm mass driver gun and a three-barreled 30mm autocannon in the jack turret mount. The ship's co-pilot normally operates the weapons in the main turret.

The mass driver gun is an Australian design mounted on a high-angle capable carriage and is equipped with special fire control gear allowing it to serve as a light duty indirect fire weapon. The computerized system allows the gunner to switch from indirect fire mode to direct fire mode and back to indirect fire mode again, automatically returning to the exact elevation and traverse that it had been set to previously. The computer will even keep track of the LC-20's movements so that the weapon can stay on target in either fire mode while the craft is in motion. The weapon itself is fed from a single 60-round internal hopper.

The M491 30mm autocannon is an Emerson-Betker design incorporating a 30mm firing mechanism with a rotating three-barrel unit, allowing

a very high rate of fire. The autocannon is fed from a 1,000-round hopper and is mounted inside the jack turret, next to the mass driver gun. Though the two weapons are not normally linked together, the gunner's controls allow the two weapons to fire simultaneously at a single target.

Close antipersonnel defense is provided by remote ball turrets located on either side of the hull with a single turret covering an arc of approximately 120 degrees. Each turret contains one 25mm autocannon and a 30mm auto grenade launcher which is fed from a pair of 40-round magazine clips. One of the clips is normally loaded with high explosive fragmentation grenades while the other is loaded with concealment grenades. The type of round fired is switch-selectable by the gunner.

Main Turret Mechanisms:

This room is open to space and contains the driving mechanisms for the single jack turret which contains the LC-20's main weapons. There is little room inside this compartment as weapons access is always made from outside the craft. However, the compartment is big enough for a small person to squeeze into, though major movement could seriously injure a person attempting this. It is a difficult task to reload ammo from inside the turret compartment.

Nav Radar:

The ship's navigational radar system is located within this compartment which is accessible only from outside the ship. The entire nose section is a tough, radar-transparent material which must be completely removed in order to access the nav radar's components.

PDTAT (2):

Each point defense tactical armament turret is a basic ball turret mounting a single Type-12 autocannon and a 30mm auto grenade launcher. This is located just outside the gunner's cockpit. The design of these is such that the weapons can be replaced by a single Quinn-Darlan Mk2-A2 plasma gun. An access hatch behind the turret allows the gunner to access the weapons if the need arises to make minor repairs or reload the weapons. However, there is little room to store extra ammo and the weapons can seldom be repaired on the battlefield, so these hatches normally stay shut.

Fuel Tankage:

The ship's fuel supply of 9.6 tons for its MHD drives and 100 tons for its thrusters is compartmented separately. However, the two systems are linked together and the pilot or copilot can remotely operate a pump which will transfer fuel between the two systems. A series of fuel baffles run through the tanks, in a riblike structure.

Power Plant:

The LC-20 is powered by a small MHD turbine located in this compartment near the rear of the ship. It is generally inaccessible from within; the only way to get to the unit to conduct normal maintenance and repair is by removing a large armored panel on the top of the ship. However, a small half-meter wide access panel leads from the ceiling of the craft's cargo bay into the power plant compartment. Thruster ducting extends from either side of the power plant, travels aft around the stutterwarp drives, and to the exhaust ports at the stern of the craft. A second set reaches down through the ship to six exhaust ports mounted on the craft's underside.

Stutterwarp:

The ship's small stutterwarp system is located in two small compartments just aft of the power plant. Access to the stutterwarps is either through access panels leading from the vehicle bay or by the removal of heavy armor plates on the top and bottom of the craft.

Airlock:

The landing craft is equipped with only a single, small airlock. This is located at the back of the cargo bay with an exit hatch at the back of the ship.

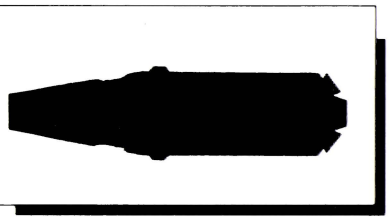
Cargo Bay:

The cargo bay is by far the largest compartment in the ship with a total volume of 703.8 cubic meters. The floor of the bay contains an array of magnetic grapples, organized into four groups. The craft's pilot can release any set using controls at his station. A second set of controls is located on a panel at the back wall of the bay. The grapples themselves are actually hooks which are normally closed onto an object. When power is applied, the hooks open, release, and retract into a recess in the floor. This means that if there is a loss of power, the cargo is trapped. The front wall of the cargo bay is a large sloped door/ramp 8.5 meters wide and 5.7 meters long. The door is operated by controls at the pilot's station and on a panel at the back of the bay. This panel also controls pressurization of the bay, as well as a set of heavy-duty pumps for evacuating water from the bay. These pumps are electrically powered with inlets at each of the grapple recesses. Water is ejected through the craft's water propulsion system.

Atmosphere Tanks:

Air for the bay and crew-accessible ship areas is contained in a bank of tanks aft of the cargo bay. A fully charged set of tanks will fill the bay to a pressure of 1 atmosphere up to four times. •

Ship Status Sheet



LC-20
Ship Name

Landing Craft
Ship Type

American
Owning Nation or World

Movement	3	Radial Reflected	4	Radial Profile	-2
Screens	0	Lateral Reflected	5	Lateral Profile	-1
Radiated Signature	1	Targetting Computer	—	Armor	2

Hull Hits

Minor
Major

Power Plant Hits

Inoperable

Surface Fixture Hits

—Weapons—

1 _____ 7 _____ 13 _____
2 _____ 8 _____ 14 _____
3 _____ 9 _____ 15 _____
4 _____ 10 _____ 16 _____
5 _____ 11 _____ 17 _____
6 _____ 12 _____ 18 _____

—Active Sensors— —Passive Sensors—

Primary
Redundant

Primary
Redundant

—TTAs and Submunitions—

1 _____ 12 _____
2 _____ 13 _____
3 _____ 14 _____
4 _____ 15 _____
5 _____ 16 _____
6 _____ 17 _____
7 _____ 18 _____
8 _____ 19 _____
9 _____ 20 _____
10 _____ 21 _____
11 _____ 22 _____

Critical Hits

—Computer—

Primary

—Life Support—
—Drive—
—Hangar Deck—
—Missile Bay—
—Continuous—

—Tactical Action Center—

Active Operator
Passive Operator

—Bridge—

Captain
Navigator
Communications
Engineer
Computer

Damage Control

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Ordnance

(record ordnance load and type)

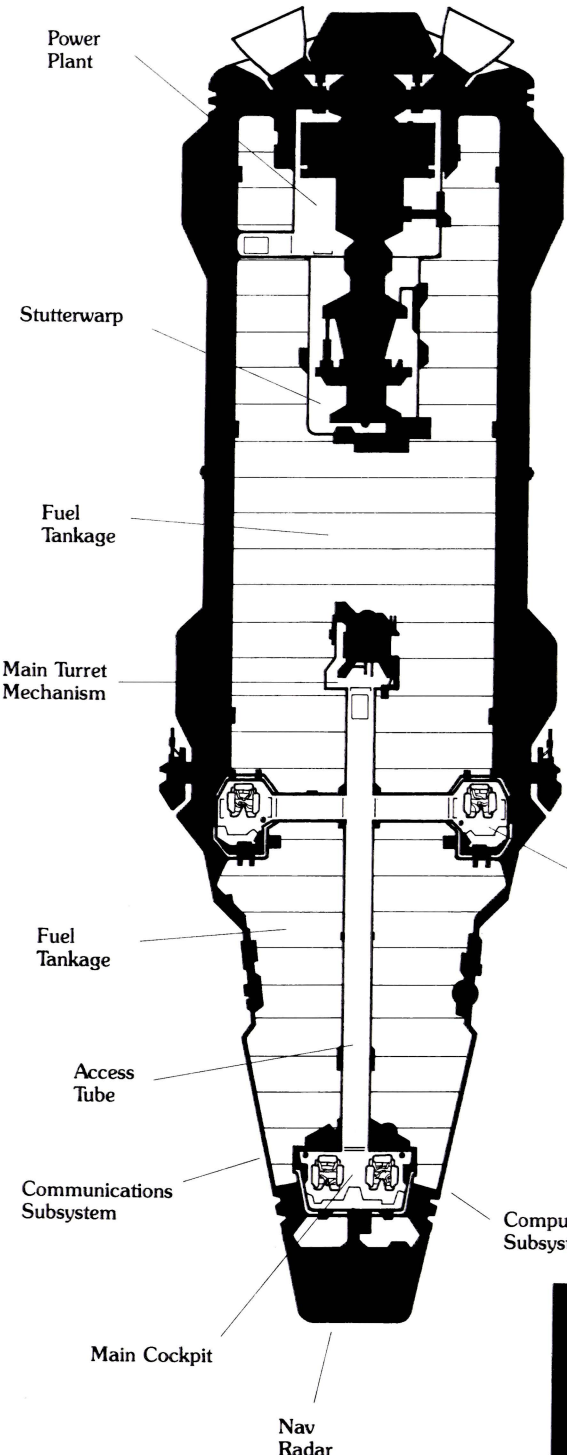
Crew

Comfort 0

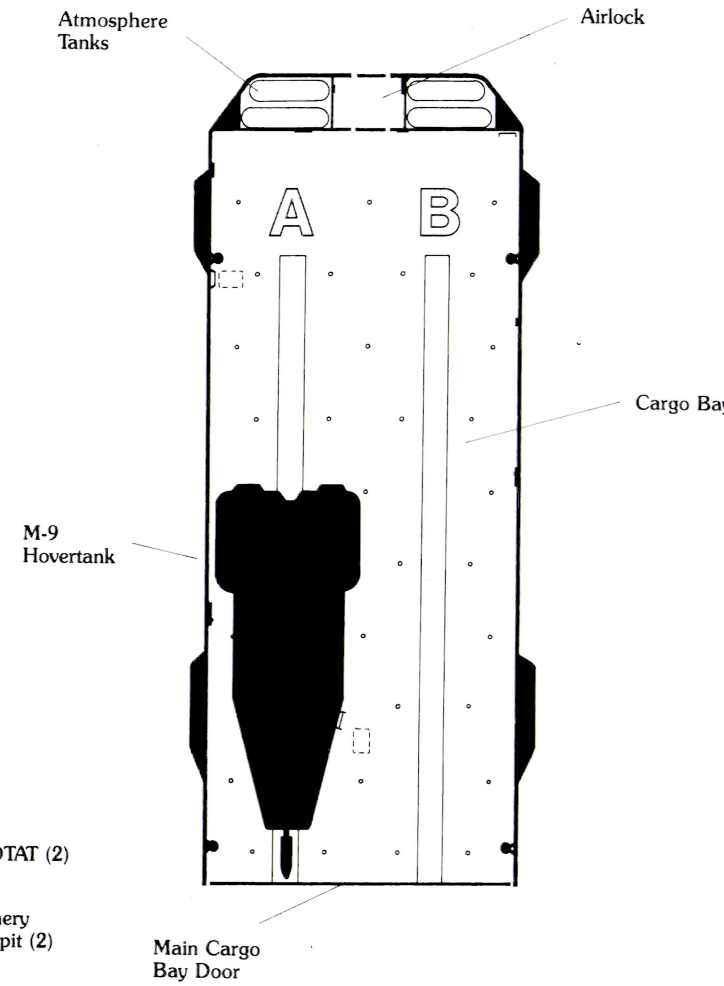
Crew Quality

LC-20
ASF COMBAT LANDER

Upper Deck



Lower Deck



0 5 10
SCALE IN METERS

KEY

- [Access Panel
- Acceleration Couch
- Hatch in Floor
- Hatch in Ceiling
- Hatch in Wall

SHIPDATA

Warp Efficiency: *1.77 unloaded (1.65 w/100 tons of cargo)*, Power Plant: *1 MW MHD turbine*, Fuel: *9.6 tons, sufficient for 16 hours of operation plus 100 tons of thruster fuel*, Range: *7.7*, Mass: *364.7 tons unloaded*, Cargo Capacity: *449m³*, Comfort: *0*, Total Life Support: *4 persons for 16 hours of operation*, Price: *Lv 11,040,000 less weaponry.*

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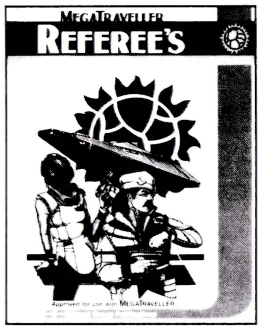

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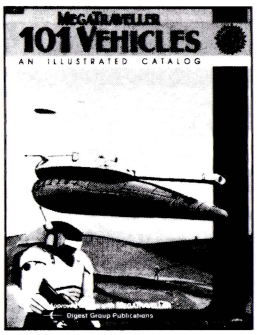

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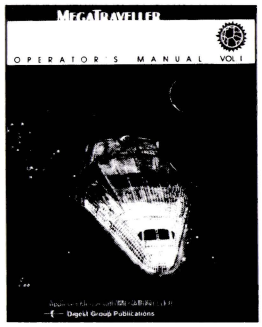

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__Blood Bowl, Games Workshop, Inc.
__Napoleonic Villages, 15mm Hovels Line, Stone Mountain Miniatures, Inc.
__Rhino Armored Assault Vehicles of the 41st Century, Games Workshop, Inc.
__Siege Equipment, RAFM

4. Best Miniatures Rules, 1988
__Barbarossa/25, Command Decision, Game Designers' Workshop
__Combined Arms, Game Designers' Workshop, Inc.
__To the Sound of the Guns, Johnny Reb, Game Designers' Workshop
__Warhammer 40,000 Chapter Approved, Games Workshop, Inc.
__Warhammer Battle, 3rd Edition, Games Workshop, Inc.

5. Best Role-Playing Rules, 1988
__Ars Magica, Lion Rampant
__Bullwinkle and Rocky Role Playing Party Game, TSR, Inc.
__Cyberpunk, R. Talsorian Games, Inc.
__GURPS Basic Set, 3rd Edition, Steve Jackson Games Incorporated
__Space Master: The RPG, Iron Crown Enterprises, Inc.

6. Best Role-Playing Adventure, 1988
__Battle for the Golden Sun, Star Wars, West End Games
__Castle Greyhawk, AD&D, TSR, Inc.
__Harkwood, GURPS Fantasy, Steve Jackson Games Incorporated
__Kell Hounds, Mech Warrior, FASA Corp.
__Orion Rising, Top Secret/S.I., TSR, Inc.
__Unnight, GURPS Space, Steve Jackson Games Incorporated

7. Best Role-Playing Supplement, 1988
__Cthulhu Now, Call of Cthulhu, Chaosium, Inc.
__Field Guide to Monsters, Cthulhu, Chaosium Inc.
__Freelancers, Top Secret/S.I., TSR, Inc.
__Gamer's Handbook of the Marvel Universe, Marvel Super Heroes, TSR, Inc.
__GURPS Space, GURPS, Steve Jackson Games Incorporated
__Kara-Tur Trail Map, AD&D, TSR, Inc.

8. Best Graphic Presentation of a Role-Playing Game, Adventure or Supplement, 1988
__Bullwinkle and Rocky Role Playing Party Game, TSR, Inc.
__Field Guide to Monsters, Cthulhu, Chaosium Inc.
__Gazeteer Series, D&D, TSR, Inc.
__Kara-Tur Trail Map, AD&D, TSR, Inc.
__Tatooine Manhunt, Star Wars, West End Games

9. Best Pre-20th Century Boardgame, 1988
__Enemy in Sight, The Avalon Hill Game Company
__Gettysburg, The Avalon Hill Game Company
__Grand Army of the Republic, Task Force Games
__The Horse Soldiers, S&T #119, 3W
__Indian Mutiny, S&T #121, 3W
__Lee vs. Grant, Victory Games
__Manchu, S&T #116, 3W
__Zulu War , Battleplan #7, 3W/DTI

10. Best Boardgame Covering the Period 1900-1946 for 1988
__Great Patriotic War, Game Designers' Workshop, Inc.
__Kremlin, The Avalon Hill Game Company
__Open Fire!, Victory Games
__Raid on St. Nazaire, The Avalon Hill Game Company
__Tokyo Express: The Guadalacanal Naval Campaign, 1942, Victory Games, Inc.

11. Best Boardgame Covering the Period 1947-modern day for 1988
__Chieftain, Assault, Game Designers' Workshop
__Desert Falcons, Air Superiority, Game Designers' Workshop
__The Hunt For Red October, TSR, Inc.
__Seventh Fleet, Victory Games, Inc
__Sniper Special Forces, TSR, Inc.
__Test of Arms, First Battle, Game Designers' Workshop

12. Best Fantasy or Science Fiction Boardgame, 1988
__Assault on Hoth, West End Games, Inc
__Buck Rodgers Battle for the 25th Century Game, TSR, Inc.
__Dragonlance game, TSR, Inc.
__Mertwig's Maze, TSR, Inc.
__Sky Galleons of Mars, Game Designers' Workshop, Inc.

13. Best Graphic Presentation of a Boardgame, 1988
__Assault on Hoth, West End Games, Inc
__Blood Bowl, Games Workshop, Inc.
__Buck Rodgers Battle for the 25th Century Game, TSR, Inc.
__The Hunt For Red October, TSR, Inc.
__Sky Galleons of Mars, Game Designers' Workshop, Inc.

14. Best Play-By-Mail Game, 1988
__Continental Rails, Graaf Simulations
__Feudal Lords, Graaf Simulations/ Flying Buffalo, Inc.
__Heroic Fantasy, Flying Buffalo, Inc.
__Kings & Things, Andon Games
__Mobius I, Flying Buffalo, Inc.
__World Wide Battle Plan, Flying Buffalo, Inc.

15. Best Fantasy or Science Fiction Computer Game, 1988
__Bard's Tale III: The Thief of Fate, Electronic Arts
__BattleTech, Infocom
__Heroes of the lance, Strategic Simulations, Inc.
__Neuromancer, Interplay Productions
__Pool of Radiance, Strategic Simulations, Inc.

16. Best Military or Strategy Computer Game, 1988
__Battlehawks 1942, Lucas Films
__Battles of Napolean, Strategic Simulations, Inc.
__Decisive Battles of the American civil War, Volumes 2 & 3, Strategic Studies Group, LTD.
__F-19 Stealth Fighter, Microprose, Software, Inc.
__Red Storm Rising, Microprose Software, Inc.
__Universal Military Simulator, Firebird

17. Best Screen Graphics in a Home Computer Game, 1988
__Battlehawks 1942, Lucas Films
__BattleTech, Infocom
__F-19 Stealth Fighter, Microprose, Software, Inc.
__Heroes of the lance, Strategic Simulations, Inc.
__Pool of Radiance, Strategic Simulations, Inc.

18. Best Professional Adventure Gaming Magazine, 1988
__Challenge, Game Designers' Workshop, Inc.
__Dungeon Magazine, TSR, Inc.
__Gateways, Jaf Publications
__Polyhedron, TSR, Inc.
__Strategy & Tactics, 3W

19. Best Amateur Adventure Gaming Magazine, 1988
__ETO, Bill Stone
__Midwest Wargamer's Association Newsletter, Hal Thinglum
__Savage & Soldier, Lynn Bodin
__Sorcerer's Scroll, Tori Berquist
__Volunteers, The Newsletter of Civil War Gaming

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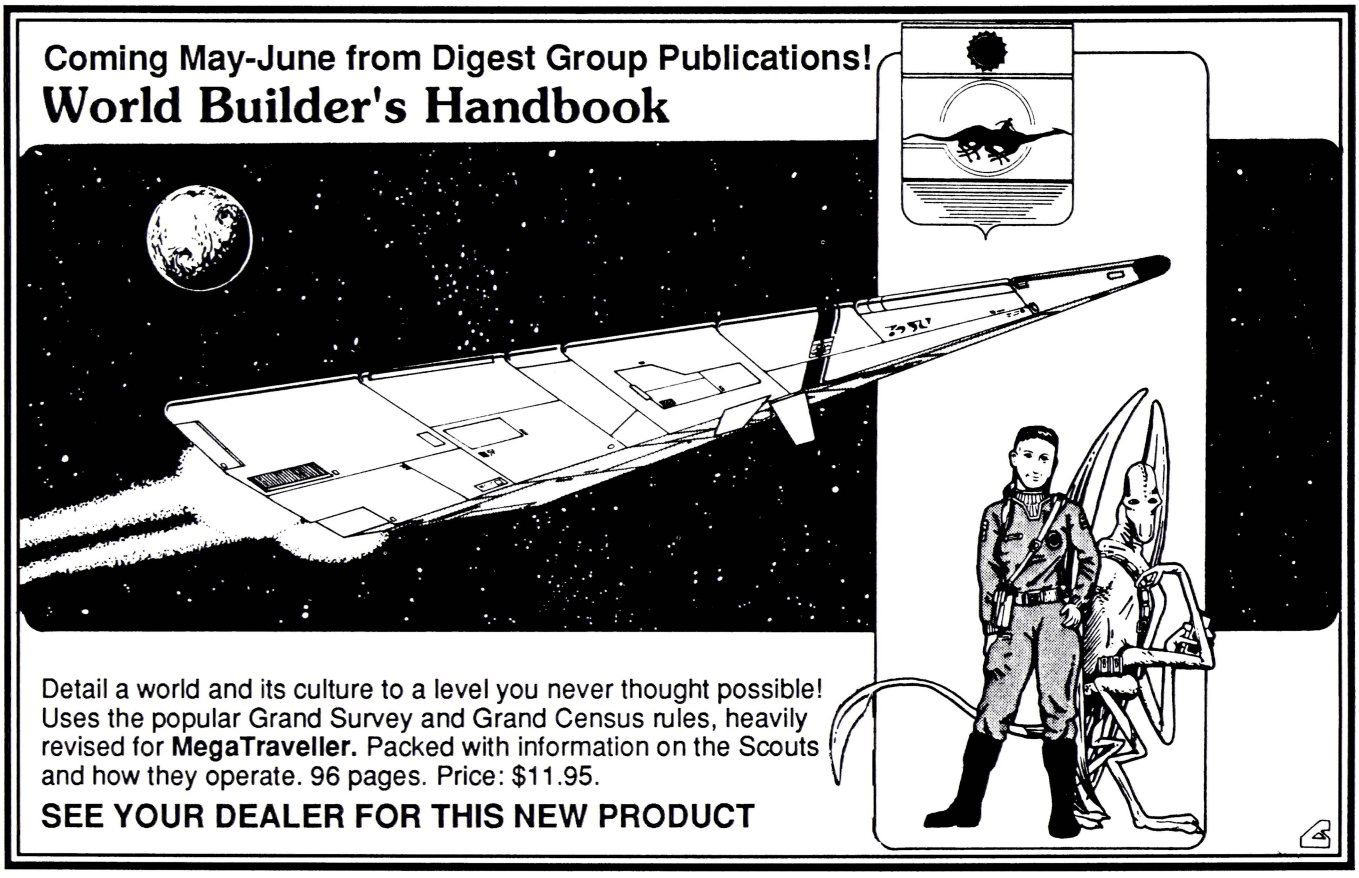

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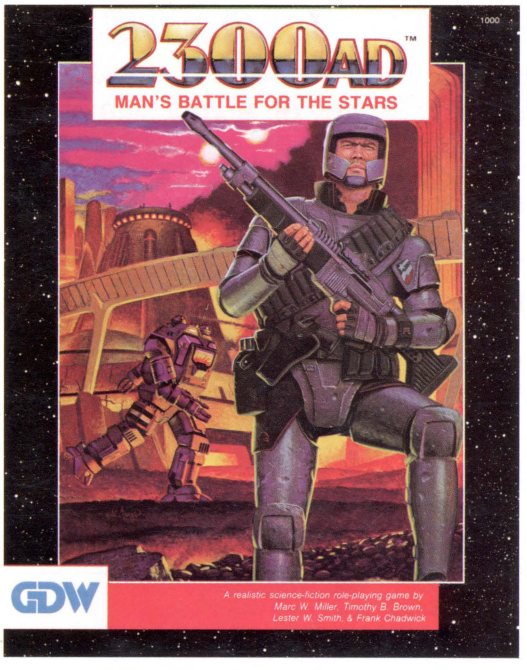

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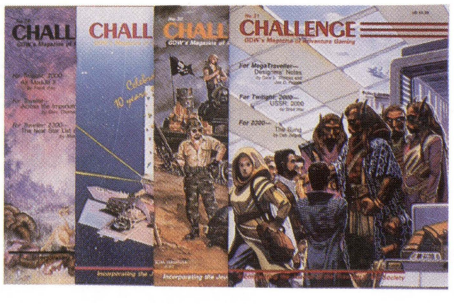

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